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THE GAMING MAGAZINE • 34



FEBRUARY 1998

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INsideQUEST

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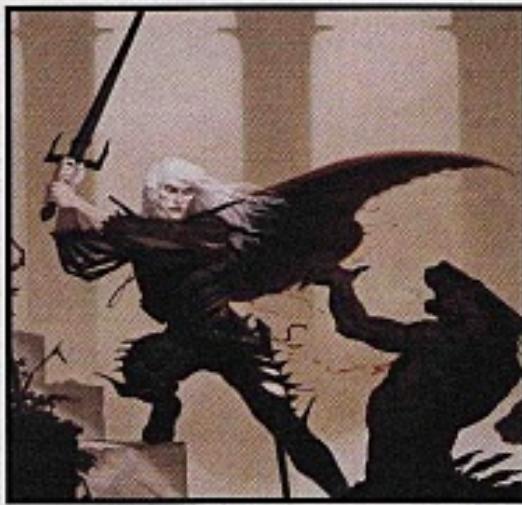
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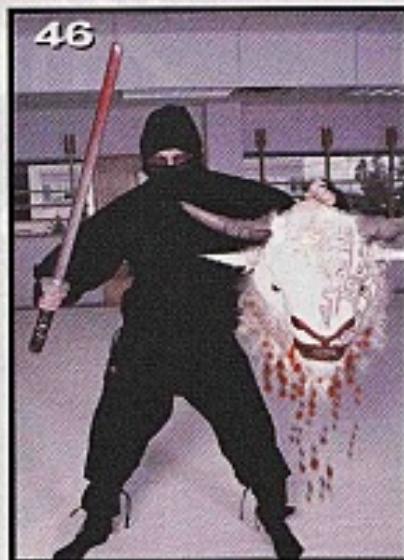
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On the Cover

This month's cover captures Elric and his dreaded sword Stormbringer in action. Had Chaosium published the *Eternal Champion CCG*, this Brema painting was slated to be on the Elric hero card. Turn to page 86 for other games that never quite made it.

Elric © Michael Moorcock.



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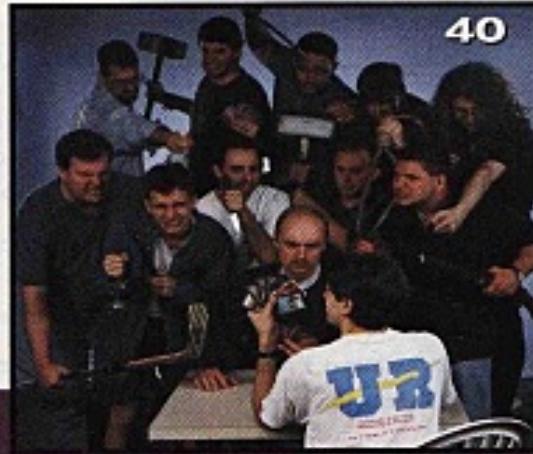
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BEHIND the LINES

The All-New, Protein-Enriched, 25% Less Fat Jeff Hannes

Photo: Paul Schell



Well, it's January. Time for a new year and, of course, New Year's resolutions. Last year, I vowed not to piss off any game companies. If you've been following the letters in "Inquisition," you already know I failed miserably. This year, I'm making several resolutions. With any luck, I'll actually manage to keep at least one of them:

- I will not be so arrogant about my supreme game-playing skills. It's not my fault I'm so good.
- I will not bash on Jawa cracks, no putting my figures in embarrassing poses and, alas, no putting them in the microwave.
- I won't lie, falsify facts or skew information in an attempt to mislead readers.
- I will allow Jason to beat me in Magic at least once this year; he could use the self-esteem boost.
- I won't spend money on yet more Magic cards I already own just because they've been repackaged with white borders and/or new art.
- I will spend my hard-earned cash on the new purple Magic cards when they come out in October.
- I will not play Raging River as an Enchant World, nor will I allow my opponents to get Saproling Tokens when I have a Verdant Force in play.
- On the rare occasions when I lose a game, I won't whine and complain. I'll use a blender to take it out on one of my Ewoks instead.

- I won't stoop to Rick Swan's level by always using buzz words and phrases like **Buttweasel** and **Cow Nose the Cat**.
- I won't say a game sucks until the final product comes out and I can verify that it does indeed suck.
- I will start a roleplaying campaign using the Dominarian supplement for *AD&D* Third Edition when it comes out at GenCon.
- I will not say "sure" when Tom asks me if he can put Breach of Etiquette in his *Legend of the Five Rings* deck.
- I will not whack Tom with the Moon Pie™ when he plays Breach of Etiquette on the first turn. Maybe.
- I will not attempt to shamelessly plug my contributions to the *Middle-earth: Against the Shadow Player's Guide* in all my articles.
- I will do everything I can to help Wizard Press get its new bowling magazine rolling.
- I will eat less junk food, lose weight and exercise more.

Well, there you have it. I'll let you know how I did at the end of the year.

Jeff Hannes
Games Editor, *InQuest*
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BEHIND the HEAD

the little elves who make *InQuest*

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Inquisition

STICKY TOILET SEATS

Yep, that's what I hate most about public restrooms. That... and they stink. Plus, no matter how many times I write my name on the wall, nobody ever calls.

What's this have to do with InQuest, you ask? Judging by this month's mail, how I feel about public restrooms is pretty much how a lot of you feel about the changes to the Magic Price Guide. You love our new look, you're crazy about all our bonus goodies like the Maelstrom board game in issue #31, but as for the Price Guide... well, let's just say it's stickin' to a lot of butts.

Never fear—we're gonna address your concerns in just a sec. But first, a word from the National Organization of Women...

MACHO MAN

I'm writing in response to the "Kitty Letter" in issue #31. In it, Rochelle Webster refers to a joke you made about females and says, "I was painfully reminded that the CCG industry is mostly made up of males, and many of them have pretty negative feelings about women." Yeah, right.

I consider myself a typical gamer, one with a somewhat higher IQ than most, and I would love to play against female gamers. But the only female I know who is even remotely involved in Magic is the owner of a local comic shop.

And what the hell is so "painful"



Photo: Scott Glazier

about the industry being made up of mostly men? Do you think men intentionally try to keep women out of gaming? It's not our fault that most women wouldn't know a decent hobby if it bit them in the ass. Most females would rather go shopping or talk on the phone. And don't call me a sexist for saying this—it's true. Magic and most other games are simulations of combat, and most women aren't interested in that. You don't see guys complaining about the way women dominate fashion and modeling, do you?

Keith Siemon

Yuma, AZ

My wife says I completely disagree with you.

GUIDE GRIPES

You bastards! What were you smoking when you decided to list only one price in the price guide? A lot of people go by what the price guide says. And they're not

going to be happy when they see their Grinning Totem drop \$8 just because you were too lazy to print two prices.

Andy Woodford
Kersley, PA

The averaging of high and low prices is stupid. Two prices worked just fine for me and everyone I know. If you're going to have one price, at least make it the low price.

Michael Salgo
Breckport, NY

If you do decide to keep this odd approach, at least print the correct averages. For example, in the two-price system, Thundermire was listed at \$15 and \$20. If it just has one price, it should be \$17.50, not \$15.

Brian J. Hertsenberg
Okearna, OH

Sez Price Guide Director Lars Pearson: "Let me see if I can convince you we're not nuts. First, let's talk about

PEN PALS

Get in touch with your fellow game fans! Send your name, address, a mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10520. Make a friend!

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how we arrived at the single price. When we listed two prices—say, \$5 and \$10—what we were saying was that the lowest you were probably gonna pay for that particular card was \$5 and the highest you were probably gonna pay was \$10. But we were not—repeat: not—saying that most of the time, the card was going for \$7.50. We were giving, in effect, a range of prices. When we converted to one price, we based that price on whether more sales were made towards the top of the range or the bottom. So if more cards were selling, say, at \$10 rather than at \$5, it wouldn't make any sense to list it at \$7.50. In other words, the single price was never intended to be an arithmetical average. It's intended to represent the most commonly paid price.

Now let's talk about accuracy. If you think about it, the single price is actually a better gauge of a card's value than the old two-price spread. If you go to a restaurant, the menu might say that dinner costs \$8. Or it might say that it costs somewhere between \$6-13. But which gives you a better idea of what you'll actually have to pay?"

STICK IT

My friends and I laugh at Wizards of the Coast as we enjoy their game virtually free-of-charge. How? We use the *InQuest* Players Guide to counterfeit Magic cards. We simply photocopy the pages onto sticker paper, then stick the labels on cheap commons. For the cost of a box of commons (\$10 for over 3,000), a copy of *InQuest* and a ream of sticker paper, my friends and I now have 33 theme-complete Magic decks. And every deck has a Lotus and five Moxes.

To *InQuest*, I say, "Thanks a million!"

To WotC, I say, "Out-of-print cards? What are those?"

P.S. If you don't have a photocopier, just cut up an *InQuest*.

P.C. Hill

Muskegon, MI

We cannot condone the wanton slaughter of innocent *InQuests*. If you don't have a photocopier, tattoo the Players Guide onto a couple of baby seals.

MAD ABOUT MAELSTROM

Many thanks for the *Maelstrom* board game in issue #31. I've been looking for a decent multi-player power politics board game for quite a while now. But I have a couple of questions about the rules.

1. When a wonder is captured, the rules state that the invader gains one piece and the loser must remove one piece. But if a power attacks an unoccupied wonder, is the previous occupant still required to remove a piece?

2. In order to win, a player is required to conquer three citadels. Does this mean that he must have pieces physically present in those three citadel areas to win? Or does it mean that he has to have been the last power to have possessed them?

Barry Ellis

Saskatchewan, Canada

1. Yes.

2. The winning player doesn't need to have pieces present in the citadel areas; he just needs to be the guy who possessed them last. Incidentally, to enliven your game, we suggest using lit firecrackers for citadels.

I really liked *Maelstrom*, even though I whacked a chunk off my thumb when I was cutting out the components. Any other *InQuest* games on the way? What will the components be like?

Jeremy Wood

Waverly, NY

*The next *InQuest* game will be a wild romp set on a self-destructing space station. After that, we're working on Tabletop Dog Hockey, complete with inflatable poodles.*

WELL-DRESSED

Hey guys, great job on the "Monster Olympics" (issue #31). But I was wondering, why would Beholder wear a

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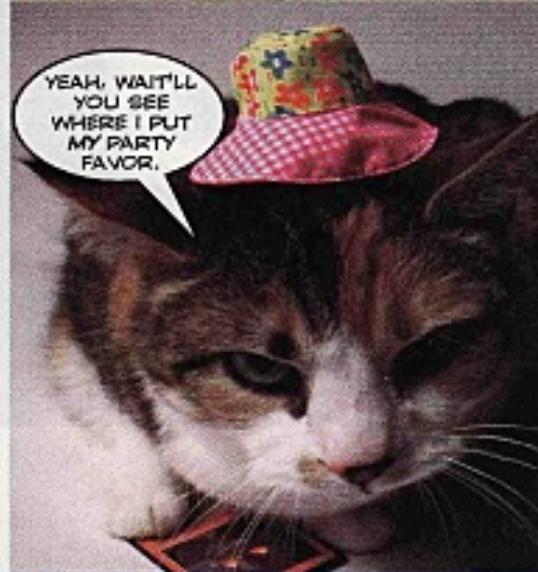
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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



The experience of Precedence Publishing and those of our industry colleagues is that *InQuest* attempts to be "hip" or "humorous." If "hip," "humorous" and "honest" are not in conflict, then a typical *InQuest* piece will in fact be accurate. Otherwise, we can expect to see juvenile bathroom-level jokes at the expense of balanced reporting.

If you want to know what to say about the growing sense among game industry decision-makers that *InQuest* cares very little for its responsibility to the industry and consumers as an editorial platform for balanced, thoughtful and accurate coverage, say this—in 1998 you will make more of an effort to ensure that what you say is accurate and less of an effort to appeal to the funny bones of high-school dropouts.

Paul Brown III

President of Precedence Publishing,
makers of *Immortal: The Invisible War*
RPG and the *Babylon 5* CCG

Hey, we may all be high-school dropouts here at the office, but our readers surely aced their SATs.



Photo: W. White

tank top?

Vincent Orlando
Red Hook, NY

"Tank top" was a typo. It was supposed to say "sports bra."

"FRIENDS" INDEED

Here are a few of the cards from my "Friends" deck:

Elvish Ranger (Rachel)
Venduran Enchantress (Monica)
Joven (Joey)
Chandler (Chandler)
Cave People (Ross)
Kird Ape (Marcel)
Royal Assassin (Gunther)
Koskun Keep (Central Perk)
Grandmother Sengir
(Phoebe's grandma)
Hymn to Tourach (Phoebe's songs)
Castle Sengir (Rachel's apartment)
Adam Bertocci
Bronxville, NY

Here's my favorite: Living Armor (Monica's fake boobs).

TEM-PISSED

All these Magic expansions like Tempest are getting annoying. I think this new shadow thing is going to screw up the game (Type II, at least). WotC needs to stop tampering with the rules and putting out so many new sets.

It's too late for anyone to do anything about Tempest. So I guess I'll have to take some money out of my pocket and buy Tempest to keep up with everyone else.

Thomas Butler
Myrtle Beach, SC

No offense, Thomas, but I think your logic's out to lunch. Why spend money on something you don't want? When you start buying stuff for the sole purpose of keeping up with the Joneses, maybe it's time to get a new hobby.

Thumbs up to Tempest. If Magic doesn't change, expand and improve, it will become stale, boring and forgotten. And if abilities like phasing, flanking and shadow weren't continually introduced, Magic would be played about as much as an Atari.

David Leach
Ontario, Canada

I think Tempest's pretty nifty myself. And not just because it increases the number of Atogs (though that certainly doesn't hurt).

TONGUE TIED

There's this guy in my gaming club at school who can't properly pronounce the names of cards. He pronounces Necropotence as "Nek-CROP-uh-tence" and Abbey Gargoyles as "AB-ay GAR-go-

ees." Should he be shot?

Dennis Lam
Las Vegas, NV

Yes. It's an all-too common problem. You'd think, for instance, that Swan would be easy to say. But they're constantly mispronouncing it around here as "Buh-tweeze."

HELLFIRE HOEDOWN

In my language arts class, we had to report on a book that we'd each chosen to read. Every single person who was reading a fantasy book got three days of detention. At the time, I was reading *The Bellmaker* by BrianJacquey. The teacher said that fantasy was crazy, too violent for our age and against God.

Travis Wilson
Round Rock, TX

Memo to the Round Rock Board of Education: Turns out, the world is round! No kidding!

The Scout Master of my Boy Scout troop has outlawed Magic at all scouting events though poker and blackjack are fine. Just thought I'd let you know. By the way, what's Cow Nose's litter made of?

John Richard Penilla
Franklin, TN

Shredded merit badges.

I notice that in your letters column, the debate about the ties of Magic to Satanism continues to rage. The idea that this simple game has anything to do with my religion is a personal affront to me. For 10 years, I have been a practicing member of an organization that worships Satan and believes that he will win the war over the men of Earth and his minions will be placed in high command.

Dogull Oravay
Houston, TX

Hey man! Knock it off! You're freakin' me out!

FLOPPERS VS. CHUCKERS

Look, I started to play Magic because I was tired of games like AD&D. Simply put, Magic is fun, AD&D isn't. Roleplaying had its chance. We should all move on instead of trying to bring back a dead dinosaur.

Pierre Villeneuve
Montreal, Canada

MORE LETTERS

for the Juzam Djinn, it suffers a point of damage on each upkeep. But with Carrier Pigeons, you get a card.

I dare say that Carrier Pigeons is not only Magic's best 4 mana casting cost creature, it's Magic's best creature, period.

Justin E. Ely
Ontario, Canada

Trouble is, when you hold one in your hand, it tends to doody in your lap.

URP

I was reading issue #31's "Swan Song" ("Magic, Crapp and Taco Bell") to my friend and he laughed so hard that he began to choke. He ended up barfing all over his shirt.

Jeff Russell
Denver, CO

The editor had a similar reaction. Except for the laughing part.

INQUEST-ION

First off, I want to say you're doing a great job on the mag. Keep up the good work. But one thing troubles me. Lately, I've noticed some strange entries in the "Players Guide." A few examples:

The Sengir Autocrat entry says "put 3 smurf tokens in play."

The Glass of Uzra entry says, "Look at opponent's hand. No, his cards!"

The Headless Horseman entry says, "Yep . . . this card does nothing."

My question: Did you do this on purpose?

Will E. Tustin
Lewiston, PA

Heavens, no. We'd never stick in a stupid remark somewhere [CTHULHU WEARS DEPENDS] for no good reason.

DOCTOR LOVE

Swan Boy, you need a girlfriend.

Stevie Hincho
Hawkes Bay, New Zealand

Yeah, but my damn wife won't let me date.

Thanks to everyone who sent in their spare Atogs. My collection now totals a whopping 39, meaning my dream of an all-Atog deck is well on its way to becoming reality. You don't know what this means to me...sniff, sniff...to know how much you care...sob, sob, honk...oh I can't go on!...See you next month....choke, blubber, gag...

SEND YER LETTERS TO:

InQuestMag@aol.com or

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Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

CARD CREATIONS

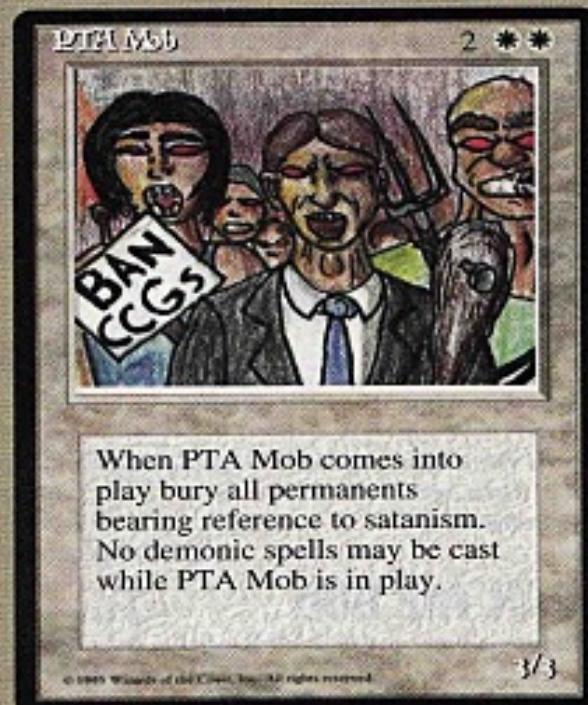
The fan who invented the best card this month wins a Time Warp Magic card autographed by Pete Venters!

GRAND PRIZE WINNER

PTA MOB

MAGIC: THE GATHERING CARD

David Mauro,
Randolph, NY



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3/3

Screaming for Star Wars? Lover of L5R? Big on Battletech? We wanna see your card creations, too. We've seen our share of homemade Magic cards and we want to run some other CCGs for a change. Whether it's Mythos, Middle-earth or even Spellfire, send 'em in for the chance to win big.

CONTEST WINNERS

• One dead Squire. One box of *Tempest*. One fan named Michael Damaskis from Glenmoore, Pa., thanks to our "Dead Man's Hand—Death Sentence." Any questions? Didn't think so.

• Tidings of joy and gladness to Michael E. Babb from Kissimmee, Fla., for his knowledge of Atog poetry. The collection of *Tempest* goodies is on its way to this winner of the "Atog's Lament" Contest. Huzzah!

• The Force was indeed with Josh Vargas from Prattville, Ala.: He won the "Balance of the Force" contest and will soon receive a complete set of the *Star Wars CCG Limited Edition* and an autographed photo of Leia, Luke and Han.

IN SEARCH OF... Memorabilia

AD&D absolutely does not suck. When I was in my room one night, I came across my brother's old books and taught myself how to play. I was hooked. If, as some people say, *AD&D* is "old, outdated and too complicated," why does it remain one of the most popular—and fun—games ever? Answer that!

David Chesney
Memphis, TN

I feel that CCGers and RPGers have a stereotypical view of each other. I used to be your typical CCGer who thought that all RPGs were stupid. Then my friend introduced me to *AD&D*. I found it to be one of the best games of all time.

I agree 100 percent that people need to expand their horizons and give other types of games a chance. People who are judgmental disgrace the entire population of gamers.

Stephen Bodine
Conyers, GA

I learned in school that the conflict between cardflopers and dicechuckers was the major reason for World War II. Then again, I went to school in Round Rock.

NIP IN THE BUD

If you look closely at the Elvish Ranger from *Alliances*, you can see a nipple.

Shadow 29@aol.com
San Clemente, CA

Hey, anytime I wanna see one of those, all I gotta do is slip Tom Sizewski a quarter.

On the front of issue #31, why did Stefano Baldo draw the spider on the knight's face with two extra legs?

Brian Zednick
Jacksonville, TX

So you can't see its nipples.

COW NOSE THE MIGHTY

I noticed in the masthead of issue #31, you refer to Cow Nose as "Ratslayer." Has she slain all the rats in your office?

Mark Daniel
San Antonio, TX

No, but she's pretty much cleared out all the raccoons.

LOOPY

I have devised an infinite mana loop using only one color. First, you need four Forests. Then cast Living Lands. Cast Bösum Strip. Activate the Bösum Strip, so you have one remaining untapped Forest. Tap it for the mana to cast Vitalize. All your Forests untap (thanks to Living Lands). Tap three Forests for three mana, then tap the last one to cast Vitalize again (thanks to Bösum Strip). Lands untap once more. Tap three Forests for three more mana. Tap the last Forest to cast Vitalize again. Repeat this routine again. And again. And again. And again. And...

Brent Franklin
Bensalem, PA

Hey man! Knock it off! You're freakin' me out!

PASSING THE TORCH

I first learned to play *Magic* at school from my boyfriend, Robert. I found it challenging and fun. I never saw anything wrong with kids spending money on *Magic* (at least they're not spending their money on drugs). After a while, I got a little bored with *Magic*, but I still played with Robert. Even my dad would play with Robert and me.

Now Robert and I are married. We're the parents of a 5-month-old girl. And occasionally, we still play *Magic*. Robert is even working on a deck for our baby, as he plans to teach her how to play at an early age. Some day, we'll all be playing together. I am looking forward to the day when our daughter is able to whip her daddy.

Sara Strawderman
Ludowici, GA

A 5-month-old I might actually be able to beat. Unless, of course, she hits me with a Loaded Diaper of Bogardan.

PIGEON-HOLED

I will name for you the very best 4 mana casting cost card in *Magic*. I know what you're thinking: Juzam Djinn. Wrong! Ali from Cairo? Wrong! Give up? It's Carrier Pigeons. Why, you ask? Well, if you had Ali from Cairo out, it probably would be Lightning Bolted or Terrored or even Swords to Plowshares. But none of these things would happen to Carrier Pigeons. As



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: KISS Kollector Magazine,
Ankeveen, Holland

To Whom It May Concern:

Last fall, I was staying in a Milwaukee hotel on the same night that KISS was in town. I had an encounter in the laundry room with Gene Simmons' roadie. One thing led to another, and the roadie ended up stomping on one of my *Magic* cards. Would this card have any particular value? You can still see the footprint.

Yours truly,

Ricky Swan

Sorry I don't have more positive news for you, but I believe your item has no particular value whatsoever. It's just a footprint on a game card. I don't think any collector would be interested. If you had, for instance, a photo of Gene stepping on the card, maybe. But a roadie? And how can you prove it's real? Don't get me wrong, but I could step on a game card myself and leave my footprint on it. Then I could tell everyone it's from Steve Winwood, and therefore worth a lot of money.

Jaren

KISS Kollector Magazine

inquest news

INSIDE



SPECIAL REPORT:

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TSR revamps Marvel Super Heroes RPG. Page 18.



Invasion of the Euro Games. Page 22.

PLUS:

- OverPower/Star Trek need a home. Page 17.
- Aeon becomes Trinity. Page 20.
- Professional Magic Teams. Page 21.

The Next Big Thing— Online *Magic*

All you need is a brain, a deck and a friend," according to the *Magic: The Gathering* television commercial. Total Entertainment Network (TEN) hopes to change that.

If TEN has its way, you can ditch the deck and replace the friend with a computer. That's because TEN, the leading online gaming service, has reached an agreement with Wizards of the Coast and MicroProse making it the exclusive multiplayer site for online *Magic*.

"The game is going to be huge. People are going to buy computers just to play this game," said Garth Chouteau, communications manager for TEN, about the online version of *Magic*. "This is just the type of killer app [application] that's going to explode the online gaming market," he said.

Chouteau thinks the social aspects of online *Magic* are what's going to make it the next big hit. "When you look at the games that are currently popular online—the Quakes and Duke Nukers—there's little social interaction. That's why we're finding more simultaneous users at games like Quake and Duke Nukers. People enjoy the social aspect,"

Chouteau said. *Magic* online will combine the slower paced play of a card game—you'll be able to chat with your opponent or send instant messages to anyone at GatheringNet while logged onto the site—with the excitement level of a top-notch strategy game.

What's it take to play? Well, the standard Pentium-speed computer for starters, you'll also need MicroProse's *Magic: The Gathering* program and the ManaLink utility. ManaLink will come packaged with future PC *Magic* programs and will be included with the *Duels of the Planeswalkers* expansion, set for release in mid-January.

Duels will also contain 80 new cards from The

Dark and Legends expansion. If you have older versions of the software you can get a \$1.5 rebate by upgrading to *Duels*. If you only want ManaLink, it should be available at www.gathering.net as you read this.

TEN is claiming that online play will be just like standard *Magic*. "You're going to be able to construct decks, customize decks, have a sideboard and do most of the things you could in a 'live' game," according to Chouteau. The one thing the program can't currently do is support multiplayer games.

And it's free. Chouteau said TEN will use online *Magic* as a way to introduce fans to its service by not charging. "From a performance standpoint, *Magic* is far less server intensive than our real-time action



Total Entertainment Network now offers online *Magic*—and it's free!

to get access to some 25-plus games, including big hits like Quake and the Dark Sun online rpg.

There will even be a DCI-like ranking system which will update players' ranking instantly after each duel. "All of our ranking systems are based on the U.S. Chess federation system," according to Chouteau. "You end up with a four digit number that shows your points earned and there's a rank order system that shows where you fit in based on other player's scores."

"My expectation is that over time we will even have DCI-sanctioned tournaments and events for online *Magic*," Chouteau said, though there are no details available at this time. ■ **Tom Silzwicki**

PRO TOUR MAINZ

Place Wins Show



Pro Tour Player of the Year Paul McCabe sat in his room the Wednesday before the Mainz (Germany) Pro Tour, losing game after game to his friend and colleague Matt Place. It was a sign of things to come; not McCabe's losing, but Place's unstoppable winning.

Winning is what Matthew Gregory Place, a member of the 1996 U.S. National Team, top-eight finisher at that year's World Championships and creator of the famous five-color green deck, continued to do. The 22-year-old student and resident of Kansas City, Mo., proved unstoppable and secured his place among the world's best Magic players by winning Pro Tour Mainz, held from December 5-7, 1997, in Mainz, Germany.

The venue was a towering old "palace" 25 miles from Frankfurt known as the Kurfürstliches Schloss. Two hundred eighty six players made the trip to compete in this Rochester Draft format tourney. In Rochester Draft format players construct their decks on the spot, taking turns selecting cards, face-up, from booster packs. According to Pro Tour player Brian Weissman, the use of *Tempest* in this format changes the drafting strategy: "Due to the power of the buyback cards, certain aggressive 'luck cards' which you need to draw in your opening hand for them to be effective—such as Mogg Conscripts and Stone Rain—are much more effective in this environment." Place drafted a primarily red/black deck with few creatures.

In the final Swiss-style round, Place really showed his stuff. His opponent was "Turbo" Bob Wagner; he was down one game to none, needed a draw to make the top eight and realized his time was waning. With Wagner at 12 life and Place at 11, Place sacrificed his 2/2 Magnasaur during his upkeep, putting the score at 10 to nine. Still in his upkeep phase, Place cast Corpse Dance, paying the buyback cost, bringing the Magnasaur into play at 5/5. He then immediately sacrificed it, doing five points of damage to both players. Then, after his draw, Place tapped his last five untapped lands for mana, cast the Corpse Dance one more time, brought the Magnasaur back and, taking advantage of the fact that Corpse Dance removes summoning sickness, attacked for five, leaving Wagner at exactly zero life and securing Place's spot in the top eight.

Place had only once before, at the World Championships in 1996, finished in the top eight. He now proceeded to defeat Tongo

Matt Place's Red/Black Rochester Draft Deck

BLACK

Darkling Stalker
Dauthi Marauder
Disturbed Burial
Dreggs of Sorrow
2x Enfeeblement
Gravedigger
Living Death
2x Pit Imp
Rats of Rath
Servant of Volrath

RED

Fireslinger
Kindle
2x Lightning Blast
Mogg Conscripts
2x Mogg Fanatic
Mogg Raider
Opportunist
Searing Touch
Wall of Diffusion

LAND

8x Mountains
9x Swamps

Nation (see "Top Magic Pro's Teaming Up," page 21 this issue) adviser Chris Bishop, though Bishop had Circles of Protection: Red and Black on the table. Next up was Germany's repeat top-eight finisher Peer Kroger, whom Place beat to earn a shot at

17-year-old Brooklyn, New York, native Stephen O'Mahoney-Schwartz in the finals.

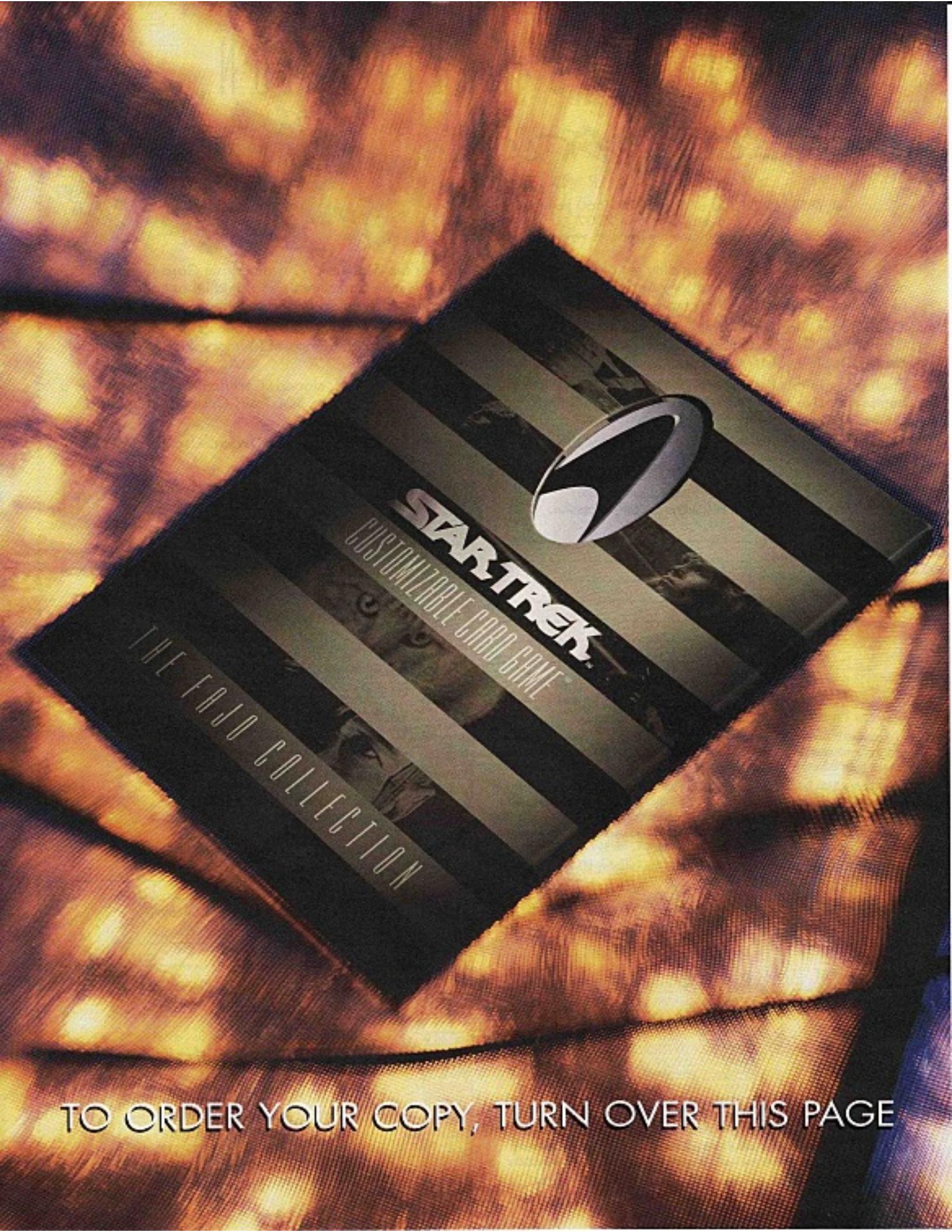
The finals were a romp. Place's quick critters and mass amounts of creature-kill enabled him to quickly roll over O'Mahoney-Schwartz, three games to none.

This lopsided Pro Tour will be remembered not only for Place's stellar play but also the introduction of Jeff Donais as the new head judge for Magic Pro Tour. (A popular decision among the players, as Donais has been in the tour himself and respects the "spirit of the game.")

The next stop on the Tour will be Los Angeles from March 6-8. Again, players will be using *Tempest* as the base for their decks, but this time in a constructed format. ■ Gary Wise



Two of the power cards that led Matt Place to victory at the Mainz Pro Tour.



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OverPower & Star Trek CCGs Looking for a Home

Fleer/SkyBox International, maker of *Star Trek: The Card Game* and OverPower, is getting out of the game business.

But there's still hope for fans who enjoy playing with Marvel, DC and other comic book characters in the OverPower collectible card game.

"There are far more resources needed to market card games than regular trading cards," Fleer/SkyBox Entertainment Director Steve Charendoff explained. "It makes far more sense for us to let the experts take the game from us."

Charendoff hopes to license OverPower to an established game publisher before the end of 1997. He said he'd like to make a good deal for both Fleer and for OverPower players, which would include strong online and tournament support. If it seems feasible, Charendoff said, he will also license *Star Trek: The Card Game*.

Steve Domzalski, once Fleer's marketing manager for Marvel and games, was working on *Image OverPower* when he and some 25 employees, almost all dedicated to Marvel, were fired in October. He agreed that Fleer was hindered by its lack of commitment to and comprehension of collectible card games.

"I would very much like to end up with the property," said Domzalski, who hopes that OverPower will thrive under different management. ■Matthew E. Milliken

Fleer/SkyBox is getting out of the CCG biz, making orphans out of OverPower & *Star Trek: The Card Game*.

Brave New World of Online Gaming

With millions of people online every day, net-based gaming is being looked upon as the next frontier in home entertainment.

"The growth we've seen in demand for online games is just incredible," said Lynne Beaman, media relations manager for Interactive Magic, makers of more than a dozen online titles.

Interactive Magic (www.imagicgames.com) has the acclaimed *Warbirds*, a WWII flight simulator which pits you against up to 400 other online pilots. Their "MEGApayer" technology allows fast-paced gaming without the usual lag and latency troubles of most large-scale network games. Interactive Magic also has "MEGAvoice" technology, which allows players to talk to other pilots instead of struggling to type messages while working a joystick.

No matter what type of game you prefer, you'll find opportunities to go head-to-head with gamers around the globe. Blizzard's Battle.Net (www.battle.net) offers the ultra popular *Diablo*. TEN, the Total Entertainment Network (www.ten.net), offers a flurry of choices, including *Command & Conquer*, *Quake*, *Red Alert* and even head-to-head *Magic* (see page 12). Give GameWorld (www.gameworld.com) a try if you like *WizWar* or the *Shadowfist CCG*. GameStorm (www.gamestorm.com) offers *BattleTech: Solaris*, the RPG *Legends of Kesmai* and classic card games like *Bridge* and *Hearts*.

And of course there's the game: Origin System's *Ultima Online* (www.owo.com). There are too many online game sites to mention all of them here, but fear not, just bookmark the webpage www.happypuppy.com for an up-to-date list of links to online game servers as well as reviews and free demos to download.

To join the online gaming party you'll need Internet access, a Pentium-class PC running Windows95 (few sites support Macs at this time), SVGA graphics, a 2x CD-ROM, at least a 28.8 modem and a credit card. Though prices vary, most sites average \$2-\$5/hour and give you a choice of "pay-for-play" or a flat monthly rate (ranging from \$10-40/month). There are a few free sites, but you'll wade through much advertising to get to your game. ■Charlene Brusso



WE LOOKED IT UP



Gaea (jē·ah) • 1. In Greek mythology, the goddess of Earth and mother and wife of Uranus. 2. Synonym for "Earth" or mother nature in various fiction, including *Magic: The Gathering* (i.e., Gaea's Avenger). 3. Green life-form often smeared on bad pottery and sold as a "pet."

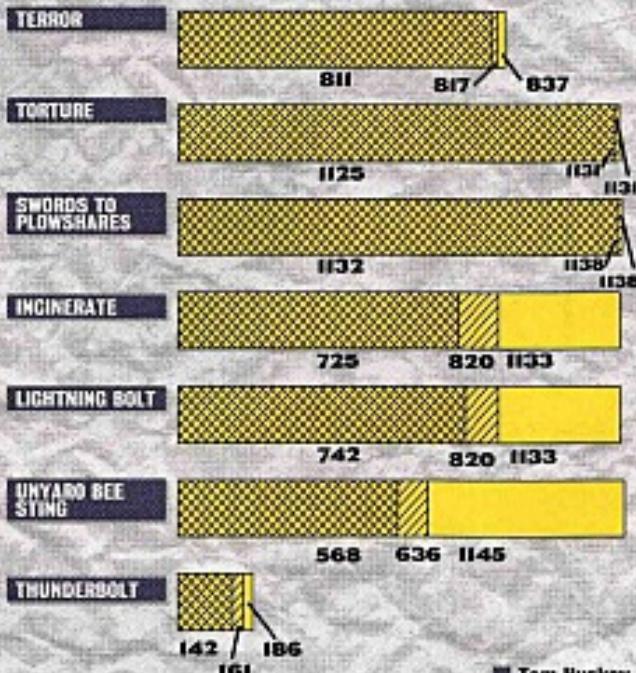
MAGIC DISSECTED

Creaturekill

Currently, there are 1158 creatures in the game (including Tempest but not Portal). This month, we're looking at some of the top creaturekill spells in Magic:

- How many creatures the spell can target.
- How many creatures it can "stop"—i.e., creatures must tap, phase out, regenerate to avoid being killed.
- How many creatures it can kill.

For example, a Lightning Bolt cannot "kill" a Leering Gargoyle, but can "stop" it because it has to tap to increase its toughness to four.



■ Tom Huskey

InQuiring Minds Want to Know...

RARE MAN-EATING KANGAROO KILLS 27 IN AUSTRALIA!

MARIBOROUGH, AUSTRALIA — **RARE** man-eating kangaroos have killed 27 people in Australia, and officials are — and can't believe it. The kangaroos are believed to be mutated due to a secret government radiation experiment. A man-eating kangaroo has been spotted in the area, and the government is investigating. The kangaroos are believed to be mutated due to a secret government radiation experiment. A man-eating kangaroo has been spotted in the area, and the government is investigating.

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MAN-OPHOBIA — **RARE** man-eating kangaroos have killed 27 people in Australia, and officials are — and can't believe it. The kangaroos are believed to be mutated due to a secret government radiation experiment. A man-eating kangaroo has been spotted in the area, and the government is investigating.

Why do mainstream newspapers skip this kind of crucial coverage? Aren't they bound by an oath to inform the public?

Here we have, according to the 25 November issue of *Weekly World News*, a "genetically altered kangaroo—a mutant—that was born where secret government radiation experiments" were conducted. It's already killed 27 people, eaten some of them and could spring into action again at any time.

Why has only the tabloid press leapt on this story? We don't know why. But we're hoppin' mad about it, and when we find the responsible party we're taking them to court. And it'll be a kang... nah, that's too easy.

IQ news

TSR Marvel Super Heroes Return

Hulk is getting ready to "smash puny humans!" For The Thing "it's [almost] clobberin' time!" And Peter Parker's spider-sense is tingling. Why? Because TSR has announced it will release a revised *Marvel Super Heroes Roleplaying Game* early this summer.



Spidey and the gang are jumping back into the RPG scene.

Based on the Saga system, which uses cards to resolve combat and was first featured in the *Dragonlance Fifth Age* RPG, *Marvel Super Heroes* heralds a welcome return of the classic heroes long absent from the RPG scene. But why the switch from a traditional system such as *Champions* or TSR's first edition *Marvel Super Heroes* to the Saga system? According to TSR Marketing Director Steve Peterson, cards similar to the fate deck in *Fifth Age* allow for "fast resolution with a more dramatic feel because players have more control."

"And the Saga system can handle the disparity between characters such as Daredevil and the Hulk. It allows the feel of the game to match its drama," he said. Plus, using only cards instead of dice allows for more choice on the part of the player and less chance that combat will be determined by a random die roll.

Peterson also noted that by using a pre-established system rather than creating an entirely new one, players have easier access to the game. "People can be more focused on content than systems," he said. Obviously, it's easier to play a new game if you already know the basics, but why play *Marvel Super Heroes* over other comic-based games on the market? "You'll be able to create your own unique characters, of course, but we believe players will want to pit their characters against Marvel characters rather than playing the Marvels themselves," Peterson said.

The boxed set will contain cards, a book of maps and a book of adventures. It's scheduled for a June release and should cost you \$20. Support will follow monthly thereafter for the rest of '98. First up is an X-Men roster book including stats and adventures for the world's favorite mutant team. That will be followed by another X-Men adventure, a guide to the Earth of the Marvel universe and two Avengers supplements. ■ Brent Fishbaugh

BEST SELLERS

TOP 10 CCGS

1. Magic: The Gathering
2. Star Wars
3. BattleTech
4. Shadowrun
5. Legend of the Five Rings
6. OverPower
7. Middle-earth
8. Rage
9. Star Trek: TNG
10. Vampire

TOP 10 RPGS

1. Advanced Dungeons & Dragons
2. Vampire: The Masquerade
3. Star Wars
4. Rifts
5. Shadowrun
6. Deadlands
7. Werewolf: The Apocalypse
8. GURPS
9. Heavy Gear
10. Changeling: The Dreaming

IQ news

MTV Forces *Æon* Name Change

White Wolf's *Æon* sci-fi roleplaying game did not hit the stands as planned in November. And it never will.

Æon hasn't been canceled. It did, however, run into legal trouble because of its name. Turns out Viacom/MTV may have rights to the word *Æon*. According to Jeannie Kedas, speaking for MTV, "We feel that *Æon* is a copyright violation related to the established MTV character Aeon Flux. We aren't trying to be mean here, we just want to protect our intellectual property."

Greg Fountain, director of marketing for White Wolf, confirmed that the release of *Æon* was delayed by a pending concern brought up by Viacom and MTV. "We are changing the name of the game from *Æon* to *Trinity*. We printed stickers for placement over the *Æon* name on the cover of the basic rulebooks already printed," Fountain said. "However, I want to assure players that the game mechanics, quality and storyline are not changing—just the name has changed."

While White Wolf appeared confident the matter was settled at the end of November, Viacom/MTV would not confirm the situation as resolved. The name change was initiated while *InQuest* #33 was being printed resulting in all editorial material carrying the old name, while the quick-start booklet was changed to *Trinity*. ■ Sean Melville



The sci-fi RPG formerly known as *Æon*.

BLAST FROM THE PAST

A LOOK AT *INQUEST'S* FAVORITE CLASSIC GAMES

NAME: *STARSHIP TROOPERS*

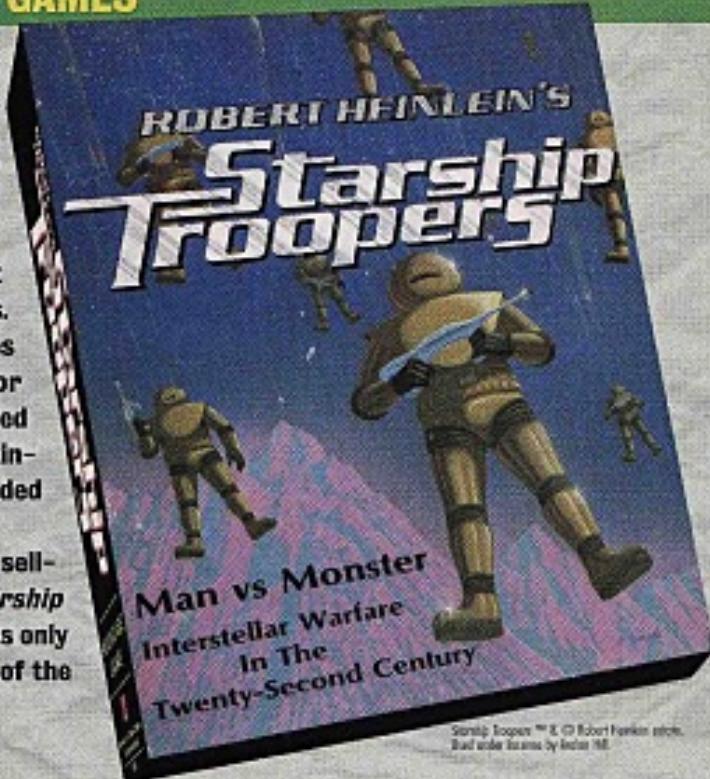
ORIGIN: Avalon Hill Game Co., 1976

TYPE: Science-fiction board wargame

CONCEPT: Vastly outnumbered human soldiers use their ultra-powerful battle suits to kick some alien posteriors.

LEGACY: One of the first games to use "programmed instructions" whereby players were only required to read a short section of rules and then play a scenario using only those rules. The scenarios became increasingly more involved as more rules were introduced. The seven scenarios follow the humans (or "terrans") as they assault the alien alliance after it attacked Earth. Initially, it's the starship troopers versus the wimpy "skinies," but as you learn to play, you get to take on the dreaded bugs—zillions of 'em.

AVAILABILITY: Out of print, but one of Avalon Hill's best sellers and still commonly found at game cons. Their new *Starship Troopers: The Movie Game* is a completely different thing and has only the topic in common with this title. (See page 28 for a review of the new game.) ■ TOM SIZIEWSKI



Starship Troopers™ © Robert Heinlein estate. Used under license by Avalon Hill.

Top Magic Pro's Teaming Up

The ever-increasing complexity of Magic and intense competition for the big prize money has resulted in professional players forming teams to stay competitive.

"Working together on designing and testing decks is a huge advantage," explains Bill Macey, captain of Team AustiKnights from Austin, Texas. "Instead of several players all working on the same deck, we are able to divide the work and cover more ground." The AustiKnights' efforts paid off well; team member Adrian Sayers placed in the top eight of Pro Tour: Chicago using a version of a Necro deck he'd worked on with his teammates.

Most of the teams are set up by players local to each other—such as Team Canada founded by prominent Pro Tour players from Toronto and including such well-known names as Eric Tam, Paul McCabe and Terry Borer. Some of the other well-known teams include The Team with Brian Weissman and George Baxter, Tongo Nation with Mike Long and David Mills and Team Deadguy with Chris Pikula and friends.

Some teams take a more international approach. The Legion has members from around the world and conducts most of its playtesting and strategy discussions over the Internet. "New decks and ideas are born in different places all the time," says 1997 world champion and Team Legion member Jakub Slemr. "Having some of the top players from around the world work together and share the information they find locally as well as their own thoughts is an incredible tool. I find it to be

extremely helpful." The Legion currently has members in the United States, Canada, Czech Republic, France and Norway.

The consensus is that team play adds a new layer of competition to professional Magic. "The team trend will not change Magic itself—or should it," said Bill Macey. "It will, however, make it a lot harder for individual players to successfully compete with those involved in teams." ■ Alex Shvartsman

Magic has gotten so complex that top players are forming teams to stay competitive.

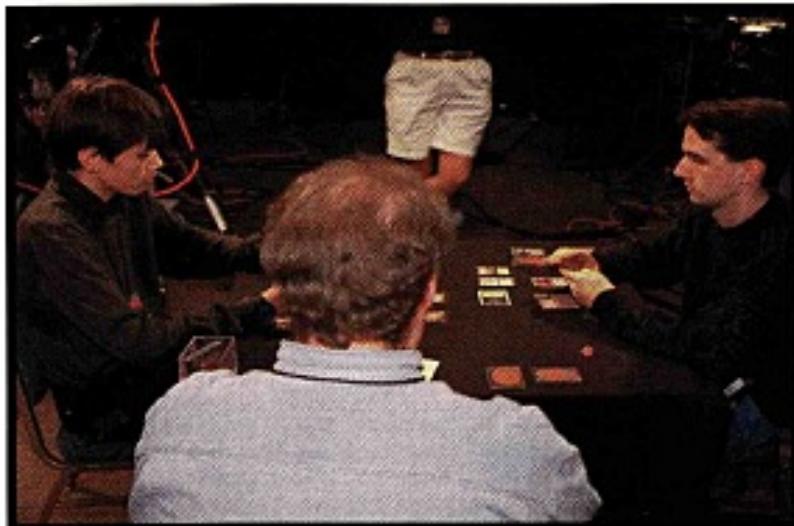


Photo by Tim Morris/ONI

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NEWSBITES

Hey, you with the big schnoz! Can you do this?

• R. Tolsonian Games will produce the official *Dragonball Z* roleplaying game. Using the well-established Fuzion system, the RPG based on the hit animated TV show of the same name is slated for release in Spring.

• Magic's Arena League has announced it will release eight new Vanguard cards next year. Unlike last year where each registrant only received half the set, this time around everyone will get the entire set when they sign up.

• Netrunner fans have banded together to form a player's organization called the Top Runners' Conference. For full details, check out their web page at www.cyberjunkie.com/weelle or e-mail Bob Fleck at fleck-rg@salem.ga.com.

• White Wolf has entered into a licensing deal with Precedence Publishing to use the Immortal trademark. Precedence expressed concern over White Wolf's "Immortal Eyes" series of storytelling supplements and novels for its Changeling: The Dreaming RPG, feeling it was too close to its Immortal RPG.

• Heartbreaker Hobbies announced it will release the first expansion to its *Dark Eden* CCG. Titled *Genesis*, the 120+ card set is due to be in stores come February.

• Heartbreaker's Doomsdayer also continues to march along. The seventh expansion, titled *Ragnarok*, promises to add more than 100 new cards. They're shooting for a March release.

• Just when you thought every possible game involving a Star Trek theme had been made, along comes *Star Trek Pinball*. This new release from Interplay is the only pinball game available based on the venerable old show. The program features three tables: "Boldly Go" has a James T. Kirk theme; "Qapla" is based on a Klingon theme and "Nemesis" shows a battle between the Federation and Klingons.

• Interplay's *Baldur's Gate* is being hyped as the future of computer roleplaying. Using an advanced game engine, called "The BioWare Infinity Engine," this cutting edge program set in TSR's Forgotten Realms world will have five CDs and nearly 10,000 game screens. It reportedly took a 27-member design team more than 18 months to produce.

• Actor Bruce Campbell ("Army of Darkness," "The Adventures of Brisco County Jr.") will supply the voice for the character of Pittifall Harry, Jr. in Activision's *Pinball 3D*, due out for the Sony PlayStation in March. *3D* has Harry Jr., traveling through a dimensional rift to a decimated ancient civilization, where he must defeat an evil army, rescue the girl, and save Earth.

• GT Interactive is developing a 3D real-time combat strategy game based on H.G. Wells' novel, and inspired by Jeff Wayne's best-selling album, *The War Of The Worlds*. Commemorating the 100th

anniversary of the book's release this year, the game will feature full texture-mapped animated objects, dynamic lighting and non-linear game play.

• A *Wing Commander* feature film is in development at Fox, based on characters, storylines, themes and other creative elements found in Origin Systems' popular *Wing Commander* computer game.

• *Sports Illustrated* ran a less than favorable article on competitive Magic in early December. The best headline the creative crew at the weekly bible for jack wannabes could come up with is "Revenge of the Nerds." Ain't that clever.

• With the success of "Anastasia," Fox Family Films is currently in production on an animated sci-fi epic titled "Planet Ice." The story is a *Treasure Island*-like tale set in a future where the Earth has been destroyed and a 19-year-old boy (Matt Damon) raised by aliens teams up with a crew of space pirates.

• Scorpio Pictures is producing a film based on Nancy A. Collins' vampire novel *Sunglasses After Dark*, about a punk-rock vampire/vampire-slayer named Sonja Blue.

• Kevin J. Anderson and Brian Herbert, son of Frank, are writing a trilogy of prequels to *Dune* for Bantam Books, which will use notes and outlines left behind by Frank.

• New Zealand "TV Guide" recently revealed the title of this summer's *X-Files* feature film will be "The X-Files: Fighting For The Future." Expect the four final episodes of "X-Files" this season to lead directly into the film.

• NBC will soon add a series about vampires, titled "Legacy," to its Saturday night Thriller line-up, as the official replacement for last year's short-lived "Sleepwalkers." The pilot for "Legacy" was shot under the title "Van Helsing Chronicles."

• Tokyo DisneySea will open adjacent to Tokyo's Disneyland in 2001 and feature seven different "parts of cell" with various ocean-themed adventures and an old-world Italy-themed hotel. "Parts" of DisneySea include a 1001 Nights-themed Arabian Coast and a Mysterious Island inspired by Jules Verne which includes a thrill ride to the center of the Earth among others.

• Universal Studios Florida has announced plans to open two new theme parks between 2005 and 2010. The parks will be built on 2,000 acres Universal recently bought, located at Republic Drive and Sand Lake Road in Orlando.

■ By Sean "ZEM" Entertainment
Jordan & The InQuest Staff

OOPS!

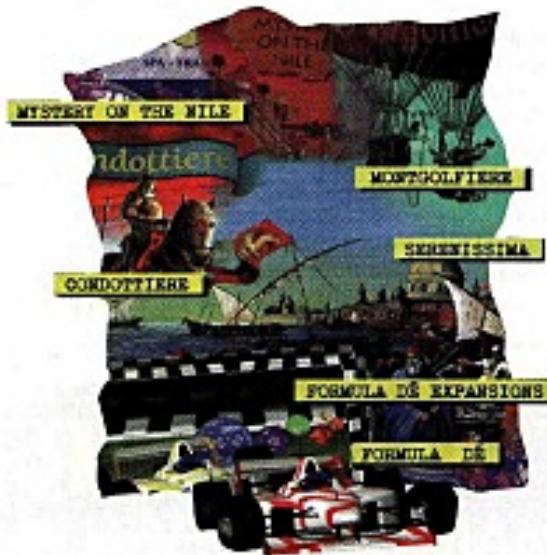
The dynamite painting of "The Living Tome" on page 38 last issue was by our favorite Italian: artist Stefano Baldi. We failed to give him credit. Sorry 'bout that.

TQ news

Invasion of the Euro Games

American game distributor Chessex has concluded a deal with Euro Games Descartes of France to become the exclusive North American distributor for five of Euro Games' top-selling titles.

According to Tom Talamini, director of sales and marketing for Chessex East, "Euro Games' tradition of phenomenal games," is what piqued Chessex's interest. And, "They really showed an interest in helping us translate the games and set up tournaments for them," he said.



Five of Europe's top games have landed on our shores.

The five imported titles span a wide range of themes and play formats and should interest even those who are not hardcore fans of each game's particular topic. *Formula D*, for example, is an auto-racing game which doesn't require any interest or know-how of racing to be enjoyable. Players are put in the driver's seat of a Formula One car and make various tactical decisions, including when to shift gears. "I'm not a particularly big race car fan, but this game was a hoot-and-a-half," said Talamini. Others must agree as the game already has an expansion.

Mystery on the Nile is a Clue-style whodunit centered around a theft that takes place on a ship cruising down the Nile River. However, unlike Clue, players can throw a wrench into their opponents' plans by altering evidence.

Condottiere, Italian for "conqueror," revolves around the conquest of Italy. It's more of a wargame but involves a lot of bluffing, according to Talamini. Battles are resolved using cards.

Serenissima is a Diplomacy-meets-Settlers of Catan game of economics set in Venice, Italy. "Actual combat is rare, and players quickly find that war is costly," Talamini said.

Finally, *Montgolfiere* is a hot-air balloon racing game described as "beer-and-pretzels," which means that it lends itself to a more casual, roll dice and see what happens, style of play.

All five games are currently available and range in price from \$25 to \$50. For more information, check your local game store or call Chessex East at (800)-876-2193. ■ Jeremy Smith

Reward for Designing Award

For two decades, the Academy of Adventure Gaming Arts & Design has handed out awards for excellence at the Origins game con. Winners received a handshake and a generic plaque noting their achievement. But that's about to change.

"The game industry draws many brilliant, creative writers, illustrators and designers who get little recognition (or financial compensation, for that matter) for their great work," said Academy chair Charles Ryan. "The Origins Awards should grant a bit of prestige and even glamour to the business. The plaques which have been given out over the past 23 years haven't really contributed to this mandate—but a unique and special design should."

And what better way to revamp the award than by sponsoring a competition among game fans—with a \$1,000 prize! "The Awards have been organized and run by game industry professionals and dedicated hobbyists," said Ryan. "By commissioning a design from within this community—especially a design that will come to be a symbol of the industry for years into the future—we strengthen that legacy and the ties within the community."

Interested? Get complete guidelines from the Game Manufacturers Association at (540) 953-1658 or E-mail: academy@gama.org. Deadline for submissions is February 15.

■ Allen Varney

MAGIC UPDATES



General Rulings:

- Effective January 1998, Strip Mine is restricted in Type I (Classic) tournaments.

- Damage redirection counts as assigning damage, so Furnace of Rath will re-trigger when damage redirection—including trample—resolves. For example, if a Ball Lightning is blocked by a 1/1 creature, the Furnace doubles its six damage to 12. Eleven damage tramples over, and the Furnace doubles that newly assigned damage to 22.

- A number of Tempest cards say that a creature is destroyed and can't be regenerated. It is legal to use regeneration spells and abilities on these creatures, but the regeneration effect will fail.

Reversal:

Abeyance restricts what players can do rather than affecting specific cards. Therefore it prevents the target player from using activated abilities of cards in the graveyard, such as Ashen Ghoul and Carrionette.

Specific Card Rulings and Errata:

- Cold Storage works just like Safe Haven. The first ability removes a target creature from the game; the second ability puts all those creatures into play under their owners' control.

- The card chosen for Cursed Scroll must be revealed to all players.

- Ertai's Meddling prevents the spell from resolving at the usual time. If two Ertai's Meddling affect the same spell, you remove two counters per turn and the spell resolves when the last counter is removed. For example, if one Meddling was for seven and the other for one, the spell will resolve in four turns. The spell only resolves once; the second Meddling also tries to resolve it, but fails since the spell is already gone.

- When a Lycid hops onto a creature, it loses all former types, not just the type "creature." For example, if you use Ashnod's Transmogrify on a Lycid, then change the Lycid to an enchantment, it stops being an artifact until the Lycid effect expires.

- All of the tokens created by Verdant Force come into play under control of the Force's controller, not the active player's control. ■ Beth "BethMo" Moursund



Time once again to put your eye to the keyhole and get a sneak peek at what's happening behind the scenes in the wonderful world of gaming.

- Rio Grande Games, the publishing arm of distributor Wargames West, has its eye on Wizards of the Coast's castaways. They're rumored to be looking into purchasing *Netrunner* and *Vampire: The Eternal Struggle* CCGs from the gaming giant... and possibly even the *BattleTech* CCG.

- Though Daedelus Entertainment president Jose Garcia has stated repeatedly that the next *Shadowfist* expansion—*Throne War*—will be released imminently, his bankrupt company's woes continue to worsen. Not only does the release of *Throne War* now appear highly unlikely, we received notice that the company's bankruptcy lawyers, Vortman & Feinstein, have filed a motion to withdraw from the case due to non-payment of fees and Daedelus' failure to honor commitments to creditors. We tried to get their side of the story, but Daedelus' business phone number is, once again, "no longer in service."

- Do you have to sell your soul to work for TSR? No, but senior creative staff do have to sign a non-competition agreement: You can't freelance for anyone else while employed... and can't work for anyone else in the industry for six months if "down-sized." Strangely enough, the newly returned "celeb" artists haven't yet had to sign such an agreement.

- "I think the reason the rumors are around is that it is true we are looking at our options," WotC CEO Peter Adkison said in *Comics Retailer* magazine regarding talk that his company may distribute its products directly. "Retailers would be happy to buy from us directly... It's purely a strategic choice as to whether that's the best way for us to handle our distribution," he added.

- In light of ongoing trouble with *Troll* magazine, fantasy artist and frequent *InQuest* contributor Ed Beard Jr. called to assure us that he is not now, nor has ever been, its art director as claimed by the magazine's management.

- Raymond J. Tappio of Brewster, New York, got a rude awakening in late October, 1997. His crime: He produced a magazine and supplements for Avalon Hill's *Advanced Squad Leader* game. Representatives from AH, including the company's president, entered Tappio's private residence at 7:50 a.m. on a Monday morning accompanied by a Federal Marshal and confiscated his products and some personal effects. Tappio went to court to have his property returned and has since worked out an agreement with AH allowing him to continue producing his mag.

Keep in mind that these rumors may have shifted during editing; please exercise caution when opening the overheard bins. Should you discover anything confidential of interest to game fans, don't hog it all to yourself, e-mail: IQSecrets@aol.com

ONDECK

REVIEWING
THE LATEST
RELEASES
IN GAMING

Middle-earth: The White Hand

"Gandalf has given up hope of defeating Sauron."

Middle-earth: *The White Hand* does something few other CCG expansions have accomplished and with great success. The new characters and cards in this set truly expand the game, adding a whole new style of play—one which fans of the game's storytelling aspect will greatly enjoy.

The focus of *The White Hand* is the fallen-wizards. Instead of trying to rally the free peoples or support the cause of Sauron, your goal is to further the agenda of your wizard. Gandalf has given up hope of defeating Sauron, and hopes to manipulate people to stall the inevitable; Pallando seeks to raise an army to defeat Sauron; Radagast just wants to get in touch with nature.

There is a new character card for each wizard and in many ways they're better than their regular set counterparts. For example, the new Gandalf untaps at the end of your organization phase and allies controlled by Radagast have no movement restrictions!

The White Hand also introduces a new class of cards to complement the fallen-wizards—stage resources. These special resource permanent-events are only usable by fallen-wizard players, and most of them give you from one to four stage points. Stage points represent how far

your wizard has deviated from his primary goal, and they are a double-



edged sword. Some powerful resources can only be played if you have a certain amount of stage points in play; however, there are several new hazards that can cripple your wizard if he has too many points.

But if you're willing to take a few chances, the rewards are well worth it. Many of the stage cards are powerful—more powerful than you'd expect resource permanent-events to be. There's Hunter's Garb—which an Alatar-player can tap each turn to retrieve Risky Blow, True Fana or The Hunt from his discard pile—and a similar card for each of the other wizards. There's Radagast's shape-changing cards, a subset of cards that allow him to shift form (and statistics); my favorite is Winged Change-master, which allows Radagast to essentially teleport to any site on the map.

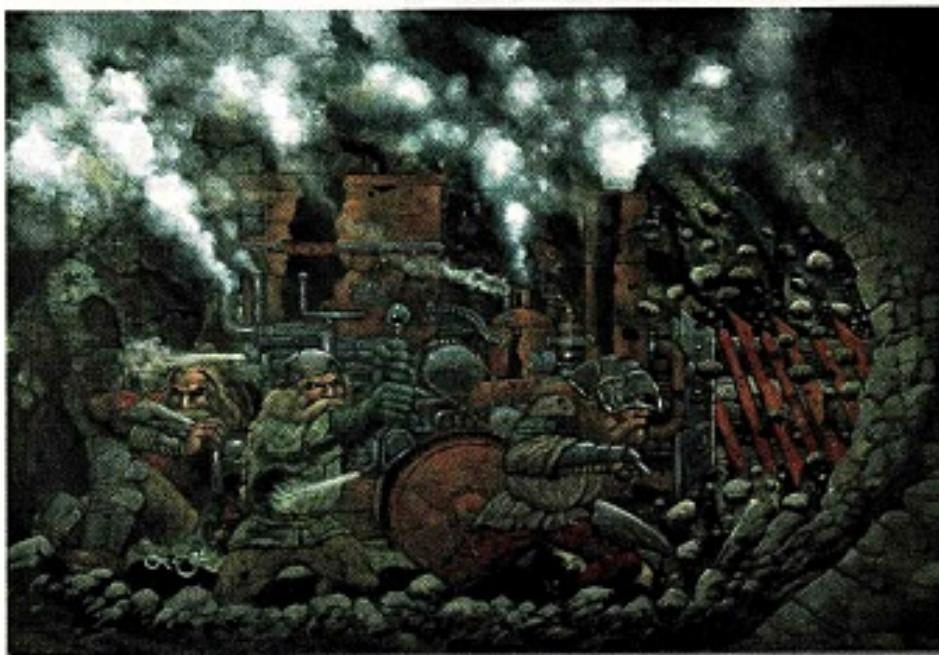
The best part about these resources is that you don't have to wait to draw them—you can (and must) begin the game with three stage points worth of stage resources. With the cards at your disposal in *The White Hand*, this brings deck manipulation to an unprecedented level.

the box

THE WHITE HAND



GAME: MIDDLE-EARTH CCG
PUBLISHER: IRON CROWN ENTERPRISES
DESIGNERS: MIKE REYNOLDS AND COLEMAN CHARLTON
GENRE: FANTASY
RELEASE: DECEMBER 1997
SET SIZE: 122 CARDS
PACKAGING: 12-CARD BOOSTER PACKS
SUGGESTED RETAIL: \$3.25 PER BOOSTER PACK



"Heigh-ho, Heigh-ho, To kick some ass we go..."

The *White Hand* doesn't stop at new game mechanics; it does everything a good expansion should. Even if you're not interested in playing a fallen-wizard, there are plenty of goodies that will enhance your existing *Middle-earth* decks: permanent-events like *Flotsam* and *Jetsam*, which shuts down deck manipulation when your opponent's deck goes below 15 cards, and *Promptings of Wisdom*, which gives one of your rangers the ability to tap and cancel nasty hazards like *Snowstorm* and *Long Winter*. With the ability to create a potent automatic-attack at the wilderness site of your choice, *Nature's Revenge* can make ill-prepared companies pay.

Minion players will love to get their hands on the common short-event *Crept Along Cleverly*, which cancels just about every dangerous non-damaging attack with no drawbacks. Three of 'em in your deck will make looting dragon's lairs a breeze. And in the vein of *Orders from Lugburz*, there's *Open to the Summons*, a resource permanent-event that allows you to include an agent in your starting company. How'd you like to kick-start your game with *The Grimborgoth*?

Hero players won't be disappointed either. *Noble Steeds* is a non-unique ally which allows your company to jet two additional regions every movement/hazard phase.

THE GOOD

- This set has everything a good expansion should: a new strategy that totally changes the way you play the game, super-powerful cards that you simply can't ignore and potent cards that can easily be slipped into existing decks.
- Two rares per pack and a small set size equals easy collectibility. You should have little trouble getting a full set out of one box, and you'll be pretty close to a full play set.

THE BAD

- Overall, the artwork isn't as strong as it has been in previous sets. Still, there are some outstanding pieces, and the art certainly isn't disappointing.

THE UGLY

- The new rules, with all their contingencies, can be a bit mind-numbing. But, like region movement, they become second nature once you get them down.

Four "animal" factions put another strategy at your disposal. Two of these new factions can be tapped to generate resource-like effects during your turn.

In an industry where far too many expansions merely add more of the same, *The White Hand* does everything a true expansion should. From top to bottom, the set is fun, powerful and exciting, and it truly does expand the scope of the game.

■ Luke Durak

JANUARY RELEASES

■ AD&D: Sea of Blood (Monstrous Arcana)

We know you've been waiting two months for the third installment in the "evil fish-men" saga. Well, it's here. Don't go on any underwater adventures and you'll be safe. TSR. 64 pages. \$13.95.

■ AD&D: Tribes of the Heartless Wastes

You want frozen tundra, you got it! This campaign expansion lays open the savage lands of the brutal Yes, complete with new rules, new spells and details about this Ceril culture. Boxed set with two booklets, a map and 32 war cards. TSR. \$19.95.

■ Babylon Project: Game Resource Kit

The last, best hope for cardboard. This package includes a gamemaster's screen and 28 pages of secrets and cool knowledge for the Babylon Project roleplaying game. Chameleon Eclectic. \$12.00.

■ BattleTech: The Dragon Roars

Dive into an epic BattleTech campaign with *The Dragon Roars*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Based on the events in Michael Stackpole's latest BattleTech novel, *Grave Covenant*, this scenario pack includes rules for use with the new BattleForce 2 game system. FASA. 64 pages. \$12.

■ Champions: New Millennium: Bay City Sourcebook

No 1970s bubblegum pop here. Just an in-depth report on the California megapolis that's home to the latest incarnation of the Champions superteam. Includes maps, plot devices and new rules. R. Talsorian Games. 144 pages. \$20.

■ Dragon Dice: Scalders

Armed with the power of fire and water, red-and-green "Steam Dancers" scorch across the battlefield in the latest *Dragon Dice* release. Kiss 'em off and they'll boil you like a lobster. No kidding—we've seen it. TSR. Eight-dice kicker packs. \$6.95 per kicker.

continued on page 26...

■ **Great Rail Wars: A Fist Full O' Ghost Rock**
A series of adventures and scenarios for the Weird West miniatures game, many revolving around the mysterious Gal With No Name. (Don't even ask about the horse. She hates that.) For those who haven't yet picked up GRW because of the steep price, be sure to check out the Express rules at www.pewinc.com. They're gratis, amigo. Pinnacle. 80 pages. \$15.

■ **Hong Kong Action Theater: Swords of the Middle Kingdom**

Big Trouble in the world of Wu Lin! This sourcebook for *Hong Kong Action Theatre* covers wuxia, the genre of Asian martial arts flicks with a more mystical bent. As if that ain't enough to raise a kiai, it's also got the first-ever kung-fu miniatures wargame rules! Event Horizon. 192 pages. \$25.

■ **Jovian Chronicles: Humanist Alliance Leaguebook**

This second AST Leaguebook brings you into the modern utopia of the Humanist Alliance. The Leaguebook gives complete details on all Humanist city-states, the league's history and its social system. It also features roleplaying campaigns, new equipment and many new character archetypes. Dream Pod 9. 112 pages. \$19.95.

■ **Mage: Technomancer's Toybox**

This one's cooler than the keys to your uncle's time machine. It's full of gadgets, devices and inventions for the Sons of Ether, the Virtual Adepts and the Technocracy. How can you say no to thinly-veiled mock-ups of the Mach V from "Speed Racer" and Jolt Cola? Plus, it's got an index of all the technological items featured in any of the *Mage* books thus far. White Wolf. 104 pages. \$15.

■ **Psychosis: Solitary Confinement**

Another of those...weird...adventures for *Psychosis* where all the PCs are completely, well, crazy. Includes still more campaign sessions that make your players question their identities. Be sure to pack your Thorazine before playing. Chameleon Eclectic. 168 pages. \$15.

■ **Shadowrun TCG: Second Edition**

The second run of FASA's popular *Shadowrun* Trading Card Game features new objectives and other new cards that add a different feel to the game, new art, and clearer text and rules clarifications. FASA. 60-card starter decks; 15-card booster packs. \$8.99 per starter; \$2.99 per booster.

continued on page 28...

Dreams and Nightmares

Ever wondered where your imaginary friend went after you were too old to play with him anymore, or what happened to the monster that lived in the back of your closet? They're both alive and well, waiting for you in the Dreaming.

Dreams and Nightmares, a supplement for White Wolf's *Changeling: the Dreaming*, reads like a tourist guide spawned from the imaginations of Hans Christian Andersen and Edgar Allan Poe. It describes an endlessly changing world of aching beauty and bottomless horror, almost perfect but fatally flawed. The Dreaming is a world created and populated by the dreams and nightmares of mortals, yet permanently sundered from the waking world. It is a dangerous place, subject to storms of chaos—full of traps, pitfalls and false paths to trick the unwary.

You might think it would be difficult to come up with rules governing a realm of chaos, and you'd be right. There are very few hard and fast rules given for running adventures in the Dreaming—most of the ideas put forth are subject to the Storyteller's whim. The book establishes the mood and atmosphere of the Dream realms instead of providing a series of rules and charts.

Most of *Dreams and Nightmares* is dedicated to describing the Dreaming's various realms. While geography here is not fixed, there are several examples of places and chimerae to be found everywhere as well as bits of legend and history about Arcadia, the lost home of the Kithain.

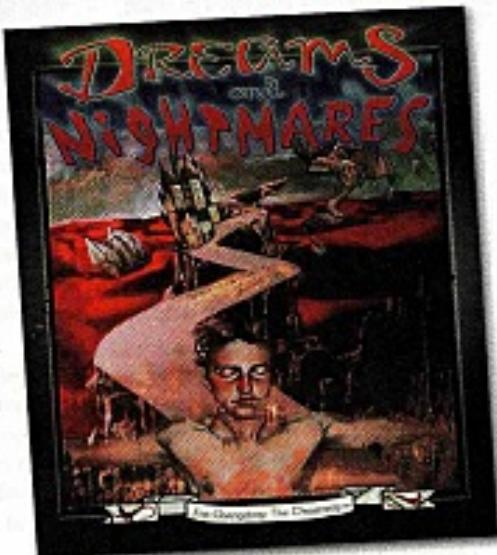
Many things brought up in the rulebook but never clarified are explained in depth here. Rules and guidelines are given for harvesting glamour and creating chimerae, and freeholds are described in greater detail. The book also describes how other supernaturals in the World of Darkness interact with the Dreaming, making this a valuable resource for anyone running a game with a mixture of character types.

Most importantly, *Dreams and Nightmares* is a bottomless well of ideas. It describes and populates an entire new world with myths, legends, treasures and quests for storytellers to weave into their games. Every part of the Dreaming has its own riddles and stories, from the cursed Glass Twins in the Nautilus Tower to the hidden message in the Great Engine.

the box

DREAMS AND NIGHTMARES

"A world of aching beauty and bottomless horror."



GAME: *CHANGELING: THE DREAMING*
PUBLISHER: WHITE WOLF
AUTHORS: R.S. MARTIN, NEIL MICK & JIM MOORE
GENRE: FANTASY
RELEASE: DECEMBER 1997
FORMAT: 128-PAGE SOFTCOVER
SUGGESTED RETAIL: \$16



The rules can be vague at times, relying heavily on Storyteller discretion and making this supplement a bit difficult for new players to use. However, it is a definite treasure for imaginative roleplayers who want to explore the heart of what it means to be a changeling or for storytellers looking to add a touch of epic heroism to the World of Darkness. ■ **Rebecca Schoenberg**

Teenagers from Outer Space

There's big guns and giant robots, but it ain't *BattleTech*. There's plenty of angst, but it's not *Vampire*. And though you get to play a creature known to strike terror in the hearts of adults across the galaxy, it's not *Rifts*.

Welcome to high school—anime style.

The plot for *Teenagers From Outer Space* is fairly simple: Aliens discover Earth, the one planet in the known universe with a teen culture. In exchange for cultural artifacts like french fries and rock'n'roll, the aliens give us whopping loads of technology and let their kids attend school here. The result, as shown in every sit-com from "I Dream of Jeannie" to "ALF," is a comedy of errors as both sides try to adapt.

In *TFOS* you can play either a human or alien teenager. Aliens get strange powers (like the ability to dial

the box

TEENAGERS FROM OUTER SPACE



PUBLISHER: ANIMECHANIX/R. TALSORIAN GAMES
AUTHORS: MIKE PONDSTROM AND GREG COSTIKYAN
GENRE: COMEDY/ANIME
RELEASE: JANUARY 1998
FORMAT: 128-PAGE SOFTCOVER
SUGGESTED RETAIL: \$18



an imaginary phone and talk to anyone in the world, or turn into a 30-foot firebreathing monster) while humans have the ability to get an alien

"Save the world. Fly to Venus. Get a date for the prom."

to believe anything they say when it comes to Earth culture. Stats, which include things like Relationship With Parents, Smarts and Driving, are rolled randomly. However, the game grades on a curve: Do too well on a given stat or roll and learn that you can have too much of a good thing.

Teenagers does its best to live up to the comedic nature of its source material, which includes such anime as *Ranma 1/2*, *Kimagure Orange Road* and *Magical Girl*. It gives the prospective referee advice on how to run a comedy RPG, which in itself is worth the price of admission, and the sarcastic tone of the book is laugh-out-loud funny in parts. Plus, it's co-authored by Greg Costikyan, the guy who designed *Toon*. If anyone knows how to get a laugh from a gaming group, it's him.

Humorous roleplaying is, moreso than other genres, a matter of taste: If you don't think that gender-switching teens, babes in Battle Bikinis, the travails of fighting off the Galactic Federation and that dweeb in homeroom are funny, the best game in the world won't convince you. However, for my money, this is one of the better comedy RPGs out there. ■ Jason Schnelderman

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The story unfolds before you.

• Add one colorless mana to your mana pool.

1♦, •: Put target creature card from your graveyard on top of your library.

Within *Stronghold*™, dire plots are revealed as a reluctant hero confronts his past. The *Magic: The Gathering® Gerrard's Quest™* comic book mini-series will take you deeper into the Rath Cycle™ story that began in the *Tempest™* expansion, and will continue in *Stronghold*. This comic line from Dark Horse Comics® begins with *Initiation*, on sale in March at quality comic stores near you.

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Wizards
OF THE COAST

MAGIC
The Gathering

STRONGHOLD™

The Rath Cycle™

JAN. RELEASES CONT.

■ Shadowrun RPG: Predator & Prey

It's man versus beast in this adventure set that drops shadowrunners into the lairs of some of the world's deadliest devilsts. Scenarios and adventure hooks galore let gamemasters and players pit their characters against paranormal animals whose formidable powers rival those of the toughest metahuman in the sprawl. FASA. 136 pages. \$15.

■ Star Wars RPG: Classic Adventures '95

The fifth installment of *Classic Adventures* presents three previously out-of-print adventures from the first-edition *Star Wars* line—upgraded to the Second Edition rules. Now you too can escape a damaged Star Destroyer before it explodes, save Commander Ackbar from the Imperials and rescue the galaxy from an ambitious Imperial Moff. You even get maps, scripts and charts—the works. West End Games. 128 pages. \$18.

■ Teenage Mutant Ninja Turtles, Second Edition

Now, Now, Now! That's the watchword with this revised edition which boasts new art—including Eastman & Laird and Simon Bisley—and additional pages. *TMNT* is built to be fully compatible with *Heroes Unlimited* and allows you to build a comprehensive superhero universe. No word yet on whether Venus de Milo makes an appearance. Palladium. 128 pages. \$12.95.

■ Trinity: Hidden Agendas

You don't need to be an ISRA to foresee that when a new game is released by White Wolf, the story teller screen/leftover information combo plate will follow soon after. All the stuff they couldn't cram into the main book, along with the nifty new logo. White Wolf. \$15.

■ Vampire: Cities of Darkness, Vol. 3

Yet another reprint volume for Vampire. This one repackages the First Edition sourcebooks *Dark Colony* and *Alien Hunger*. The first covers New England in the World of Darkness, while the second is an introductory adventure full of things to do in Denver when you're undead. White Wolf. 200 pages. \$18.

■ Wraith: Book of Legions

If it were just a Players Guide to the Hierarchy, that'd be enough. Write-ups on the Deathlords and their troops, new arcanol, that whole spud... fine. But *Book of Legions* also happens to kick off one of the biggest things to happen to the World of Darkness in years. The Reckoning's at hand, folks. White Wolf. 152 pages. \$18.

GAME REVIEWS ON DECK

Starship Troopers: The Movie Game

A starship trooper, according to the Robert Heinlein book on which the film and game are based, is "the bloody infantry, the doughboy, the duckfoot, the foot soldier who goes where the enemy is and takes him on in person."

That's exactly what you do in Avalon Hill's new *Starship Troopers* (ST) board game. As the starship trooper player, you are placed on an alien planet with one job: busting bug butt. The "bugs," spider-like aliens called Arachnids, don't appreciate this. They're intelligent, giant, hive-mind insectoids and fight back with their Warriors, flying Hoppers, armored Tankers and artillery-like Plasma Bugs.

The Mobile Infantry (MI)—as the starship troopers are known—are represented by 10 characters from the film and their assorted ordnance which includes fun stuff like chain guns, assault rifles and even tactical nukes. Twelve scenarios take you through the fight scenes from the film, each with a set mission the MI must accomplish. Missions include destroying bug eggs, rescuing wounded comrades and sometimes just staying alive. The most common objective, however, is plugging alien bug holes.

No kidding, ST is all about plugging alien bug holes. Bug holes are where the subterranean-dwelling Arachnids emerge from. Each turn, a new bug appears on every existing hole. If you don't close them, they keep getting reinforcements. Game play is a series of move/attack turns until one side wins. Combat is simple: Roll less than or equal to your hit number to nail your target. Once nailed, targets get a saving roll. If they make it, the hit is absorbed by their armor.

The MI is lethal in combat and dead bugs stack up like cordwood. But bugs come back, trooper casualties do not. That's the strategy aspect of ST: balancing the starship troopers' lethality versus the sheer numbers of bugs.

This new ST bears little resemblance to AH's game of the same title released in 1976. The earlier game tried to be true to the book and was an involved wargame; this version, like the film, is all bang-bang and fireworks and little else. It's a simple spider-spankin' shoot-em-up and fun as far as it goes. But once you've exterminated a couple hundred bugs, the violence gets tiresome. Just like the movie. ■ Tom Sizewell

"It's all about plugging alien bug holes..."



the box

STARSHIP TROOPERS: THE MOVIE GAME



PUBLISHER: THE AVALON HILL GAME CO.

DESIGNER: BEN KNIGHT

GENRE: SCIENCE FICTION BOARD GAME

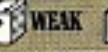
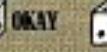
RELEASE: DECEMBER 1997

COMPONENTS: GAMEBOARD, RULEBOOK, 24 VINYL

GAME PIECES WITH STANDS, SHEET OF MAP
OVERLAYS, 4 WEAPONS CHARTS, 4 DICE

SUGGESTED RETAIL: \$30

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Smith & Robards

If you've felt that a lack of armored airships, boiler-powered motorcycles and gatling rifles has been holding back your Deadlands campaign, then *Smith & Robards* is an answer to your prayers. Like a Jules Verne version of a Sears-Roebuck catalog, hundreds of inventions and gizmos to inspire and equip a group of adventurers are packed into this supplement—and all at reasonable prices. You also get new archetypes, alchemy rules, vehicle chases and combat, expanded Mad Science rules and an adventure.

Unfortunately, not everything is so rosy. The new alchemy rules make the mistake of using the word "potion," calling to mind imagery from a different game entirely. *Smith & Robards* should have replaced the word with "tonic," eliminated the possibility of using elixirs for healing and kept us from ever having to hear "I swaller my potion of Extra-Healin'" during a *Deadlands* game.

the box

SMITH & ROBARDS



GAME: DEADLANDS
PUBLISHER: PINNACLE
AUTHOR: JOHN HOPLER
GENRE: WESTERN HORROR
RELEASE: DECEMBER 1997
FORMAT: 128-PAGE HARDCOVER
SUGGESTED RETAIL: \$20

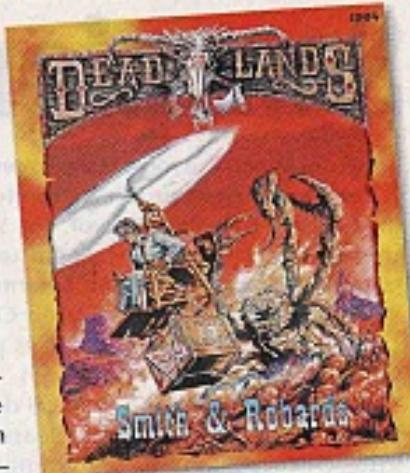
On the good side, however, *Smith & Robards* does have excellent rules for handling vehicle chases and combats. Written for a role-playing game, rather than a wargame, the rules avoid the pitfalls of too much detail and too little excitement. And while the inventions in the catalog are powerful, a counter to the potential unbalancing effect is their expense and the rather

difficult means of acquiring them. Better still, the new research mishaps and gizmo flaws will keep players on their toes when using that rocket pack or gatling pistol.

In many ways, the *Smith & Robards* catalog feels like a steampunk version of a Chromebook from *Cyberpunk* or a *Samurai Handbook* from *Shadowrun*. Many of the inventions are just low-tech versions of fancier items—instead of dermal plating, you wear ghost steel armor; instead of a food processor, you get a flapjack machine.

There's little in *Smith & Robards* with a "you-have-to-have-it" quality. The vehicle rules are good, but if you don't plan on having many "Road Warrior"-type encounters, you don't need them. The invention and alchemy rules aren't necessary for a good *Deadlands* campaign, and the gizmos and inventions aren't anything players couldn't come up with themselves. However, if you want to up the steampunk feel in your campaign or have a lot of mad scientist player characters, then *Smith & Robards* could be just what you need. ■ Jason Langlois

"Jules Verne meets the Sears catalog."



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Scorpion Clan Coup

Bayushi Shouju, the most feared man in Rokugan, is scared. He's read an ancient prophecy foretelling the empire's ruin at the hands of a Hantei emperor. The Scorpion Champion decides this must not happen. His plan to avert disaster? Seize the Imperial city and kill Emperor Hantei the 38th.

That's the hook for *Scorpion Clan Coup*. Unlike previous *Legend of the Five Rings* sets, this prequel takes place a few years before the Clan Wars begin.

The Coup also marks a radical departure—not just for *LSR*, but for all CCGs—by being released as three small card sets. Instead of waiting three or four months for a glut of cards, we get a smaller, easier to collect 50-card set every month. It opens the way for more foreshadowing and cliffhanger endings in the storytelling. This innovation deserves to be successful, and kudos go to FRPG for seizing the initiative.

As always, there are a lot of incredibly cool cards and storytelling. My favorite addition is that there's a new way to win: Control the imperial city (represented by playing four unique fortifications) and kill the Emperor. It represents a palace coup beautifully, and is the best mesh of storytelling and card playing I've seen anywhere. Seeing younger versions of familiar faces is a lot of fun too. The abilities on the inexperienced personalities are grrrrreat, and I also like how some older characters show up as followers (Lieutenant Daini, Acolyte Kaede).

There are a few oddball cards in SCC, though. I'm baffled by Bayushi Taoshi's ability, and wonder why you'd use A Gift of Fealty. I also worry that subtle, tactical cards will gather dust as players look only for things that give their decks speed, speed, speed.

The biggest problem with SCC is that the clans are not treated remotely equally. Because *LSR* has such tight continuity, I can accept that there will be some imbalance. Introducing Toturi's Army personalities in SCC would be an irreconcilable anachronism, since that clan didn't exist then. But the direction of the imbalance is irksome. Dragon players are going to be pissed. They get more shugenja with dubious abilities. Meanwhile, Lion, a clan that's already a powerhouse, gets a lot of good stuff... again. Lion gets more personalities than any clan but Scorpion—good ones—and the new Lion stronghold is brutal.

Representation for the expansion clans is also patchy. There's not many Naga or Shadowlands cards, but at least the Monks get some sorely needed cards, including two ways to bring in

the Ring of Earth against a player who won't attack them.

SCORPION CLAN COUP



GENRE: *LEGEND OF THE FIVE RINGS*

PUBLISHER: *FIVE RINGS PUBLISHING*

LEAD DESIGNER: DAVID WILLIAMS

GENRE: *FANTASY*

RELEASE: DECEMBER 1997–FEBRUARY 1998

FORMAT: 60 CARD STARTERS, 15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.99 PER STARTER, \$2.99 PER BOOSTER

"Scorpion's been a beaten clan long enough: Let 'em play with the big boys."

The good side to the imbalance is that Scorpion gets a high octane boost, and I doubt anyone will mind. Scorpion's been a beaten clan long enough: Let 'em play with the big boys. Scorpion gets a walking, breathing, living Scorpion Champion with an ability that can only be described as "funky" (and one that will surely generate new paragraphs in the FAQ), and a stronghold that proves no secrets are safe from a Scorpion.

Scorpion Clan Coup has a tough row to hoe. More than one *LSR* player thought this expansion shouldn't exist, and would have preferred that the game end with *Time of the Void*. After the barn-burning success of *Time of the Void* (*IQ* #31), almost anything risks looking pale in comparison. Unfortunately, that's exactly what happens. *Scorpion Clan Coup* has many virtues, but it isn't *LSR*'s finest hour. ■ Zen Faulkes



THE GOOD

- Scorpion players will love all the perks associated with great Clan status, especially an Ancestral Sword.
- Thumbs up, way up, for FRPG's monthly release scheme. A flatter rarity distribution makes it easier to collect the cards you want, and small, monthly releases mean you don't have to miss paying rent every few months to buy cards.

THE BAD

- Die-hard fans know a lot of the story already.
- The improved, higher gloss printing means that if you look closely, you can tell Coup cards apart from others when they're face down.

THE UGLY

- The goodies that each clan gets has never been so unbalanced.
- No Matt Wilson art?? Not even Bayushi Kachiko??

Kindred of the East

The title of this book is a lie.

Kindred of the East is not about the Kindred of the East; in fact, it's hardly about the Kindred at all. When the conventional vampires that *Vampire: the Masquerade* players know and love make an appearance, they're usually dispatched in bloody and expedient fashion by the stars of this book: the kuei-jin.

Kuei-jin, known to the Cainites as Cathayans, are hungry ghosts who have been dislodged from the Great Cycle of Life. After spending time in the Yomi World (known to wraiths as the Tempest) they claw their way through the Wall that separates the spirit world from the physical, reanimate their bodies, and stalk the nights of Asia in search of their karmic destinies.

Although the kuei-jin are undead blood-drinkers who are every bit as insular, manipulative, bigoted and self-centered as the Kindred are, they're not vampires *per se*. The biggest difference is that there's no Embrace; no one makes you into a kuei-jin. This means no sire and no clans. The Kindred give status based on the number of generations one is removed from Caine; the kuei-jin accord respect to those who follow their Dharma—the equivalent of Humanity or the Sabbat paths. (The kuei-jin think Caine's a lousy progenitor anyway—who wants to be descended from an insane, murderous farmer?) The Beast that the Cainites face is replaced by the demonic p'o, which resembles a wraith's Shadow. Finally, where the Kindred find their power in blood, the kuei-jin see it as only one medium for chi, the substance that permeates all of creation and, in its black and scarlet forms, brings the semblance of life to the kuei-jin.

Kindred of the East seems tailor-made to knock over the preconceptions of *Vampire* players. Vampires that walk around in sunlight, talk to spirits and ignore the wooden stake? Strange new disciplines that warp the flesh and devour the spirit? A culture that treats the other supernatural races (the shen) like cousins rather than monsters? Drop your local coterie off in the Middle Kingdom and watch the sweat fall from their foreheads as they try to figure out the new order. On the other hand, trying to work the kuei-jin into that coterie is as tricky as working in a werewolf: The kuei-jin think that the Western vampires are barbarian scum responsible for the downfall of all that was good. Although some suggestions are given, it's difficult to work them into an existing campaign except as adversaries.

Kindred of the East also shines a light on the continent of Asia—an area largely ignored by previous White Wolf

works. You'll find great amounts of information about China, Japan, Korea and

the box

KINDRED OF THE EAST



GENRE: *VAMPIRE: THE MASQUERADE*

PUBLISHER: WHITE WOLF

DEVELOPER: ROB HATCH

GENRE: SUPERNATURAL

RELEASE: JANUARY 1988

FORMAT: 224-PAGE HARDCOVER

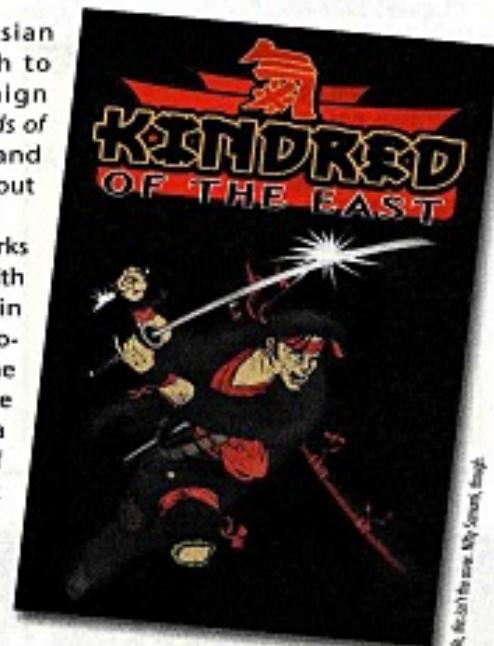
SUGGESTED RETAIL: \$25

"Who wants to be descended from an insane, murderous farmer?"

the Southeast Asian nations—enough to build a campaign around until *Worlds of Darkness: Tokyo* and *Hong Kong* come out later this year.

Although it works best on its own, with a group of kuei-jin characters, even storytellers tied to the West will enjoy the new setting and a brand-new race of supernaturals that overturns the stereotypes of the *World of Darkness*. For a *Vampire* product that's fairly low on, well, vampires, *Kindred of the East* rocks my gojin world.

■ Jason Schnelderman



By Jason Schnelderman

THE GOOD

- The perfect thing to shake up jaded *World of Darkness* players who think they've seen it all.
- Coverage of the Eastern hemisphere has been long neglected by the guys at White Wolf. This book fills in those gaps nicely.

THE BAD

- No character templates. They're usually superfluous but, because of the unfamiliar setting, this may be the one *Vampire* product that needs them.
- Yet another race of supernaturals who want to see the Kindred wiped from the face of the earth.

THE UGLY

- "Kindred" of the East? The Cathayans aren't even vampires, much less Western Kindred. "*World of Darkness: Kuei-Jin*" is more like it.
- When flushed with yang-chi, the kuei-jin have the ability to eat, drink, breathe...and reproduce. Yes, the dhampyr (half-vampires) have entered White Wolf continuity. Be afraid.

Escape From Innsmouth

Escape From Innsmouth is a reprint of the classic *Call of Cthulhu* supplement that details the tainted town of Innsmouth. Throw in an epic adventure and Innsmouth is an ideal addition to your campaign.

The first section of *Innsmouth* details the town itself, and can best be described as "Fodor's Guide to Innsmouth." This section gives a rich background on the history of the town's degeneration, some great maps and detailed information on around 90 important locations in the town. These aren't just dry facts, but colorful descriptions of what might happen to an investigator at each of these places, along with stats on the town's human, hybrid and monstrous citizens.

After the reference material comes two short scenarios. "The Crawford Inheritance" is new for the second edition. It allows the GM to bring the party to Innsmouth by virtue of inheriting the usual Old Lovecraftian House. What makes this cliché worth inclusion is the author's sinister twist on the implications of inheriting property in Innsmouth. If you are related to someone in this town, you just might be a Deep One!

The next short

the box

ESCAPE FROM INNSMOUTH

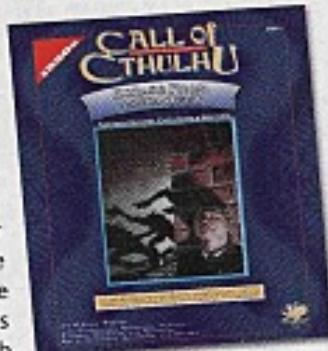


GAME: *CALL OF CTHULHU*
PUBLISHER: CHAOSIUM
DESIGNER: KEVIN ROSS
GENRE: HORROR
RELEASE: NOVEMBER 1997
FORMAT: 172-PAGE SOFTCOVER
SUGGESTED RETAIL: \$22.95

"Escape From Innsmouth will restore your sanity—but not your players..."

campaign pits the party against the powers-that-be in the town and culminates with a frantic car chase which they barely escape with their lives and sanity. This sets up the party for "The Raid On Innsmouth," the scenario that sets *Innsmouth* apart from other modules. The raid comes as close to being a completely all-purpose scenario as any I've ever seen. It is split into separate objectives with different teams of NPCs, many of which are run by a PC advisor. This means that it can be run with anywhere from three to over two dozen player characters without anyone getting bored. (The simplified combat system makes this possible.) Even if all of your players know the Lovecraft story "Shadow Over Innsmouth" by heart, they'll still find lots of surprises in this adventure. They'll have a great time...once their hearts start beating again.

Escape From Innsmouth is a classic, a supplement worthy of being reprinted. If you've been going crazy trying to come up with a good story to spark your campaign, *Innsmouth* will restore your sanity. ■ **P.A. Pesehn**



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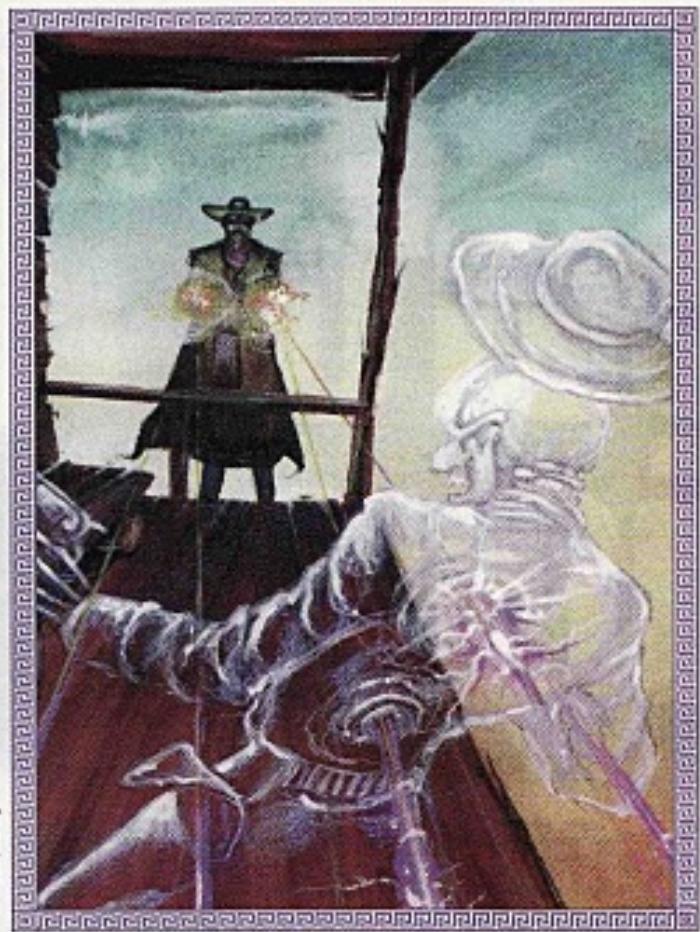
Great Expectations

Will '98 be the best of times or the worst of times? *InQuest* previews the year's top releases.

By Rick Swan

Don't quit your paper route just yet. You'll need those extra pennies to snarf up all the super-nifty game releases awaiting you in the year ahead. We've got the skinny on some of 1998's hottest products. How'd we get the designers to spill the beans? Threats? Blackmail? Dogged interrogation? Nah. We just called 'em up and harrassed 'em until they told us what we wanted to know. Anyway, here's a peek at the products everybody's gonna be yakkin' about in '98. Start drooling! And remember: Release dates, page counts and prices are all tentative.

Art from the board game © 1997 Ken Steele and Steve Winter. All rights reserved.



Doomtown

Publisher: Five Rings Publishing

Set Size: 150 cards

Release: February 1998

Packaging: 60-card starter decks, 15-card boosters

Suggested Retail: \$8.95 per starter, \$2.95 per booster

"In the distance, you see what looks like a Texas twister spinning in the wind," says designer Dave Williams. "Then you notice there isn't any wind. And you notice the twister's coming straight at you." And why's that? "Because it's alive," Williams says matter-of-factly. "And it's looking to flay your bones."

In other words, it's a typical day in Gehenna, the frontier setting of *Doomtown*, a CCG of western weirdness based on Pinnacle Entertainment's *Deadlands* RPG. Each player controls a faction like the Law Dogs or the Collegium (a group of mad scientists), then deploys Deeds (Casino, Courthouse), Goods (Dynamite, Gatling Gun) and Actions (Jailbreak, The Squint) in an attempt to take over Gehenna. "You earn victory points by controlling locations and achieving special objectives," says Williams. "The Law Dogs, for example, get points for putting important bad guys in jail."

Players also engage in a little Sim City-style urban development. "When you put Deeds into play, they line up in a horizontal row," Williams explains. "So you're sort of building the town as you go."

A series of 50-card expansions—comprising the "Caine County" story arc—will be released on a monthly basis, all featuring *Doomtown*'s signature mix of horror and cornball humor. "For instance, we have a card showing an insane miner bringing an ax pick down on a claim jumper's head," says Williams. "It's called Mine All Mine."

The Hidden Emperor

Game: *Legend of the Five Rings CCG*

Publisher: Wizards of the Coast

Set Size: 450-500 cards

Release: May 1998

Packaging: 60-card starter decks, 15-card boosters

Suggested Retail: \$8.95 per starter, \$2.95 per booster

Rest those fingers, Card Boy, 'cause you're gonna be doing plenty of shuffling. Not only is another edition of *Legend of the Five Rings* on the way, new expansions will be landing in your lap every month for the better part of the year.

It's all part of *The Hidden Emperor* story arc, which kicks off with the Jade Edition, a new basic set comprised of reprints from previous editions along with 50 new entries. "The new cards have new art, new strongholds and new alliances," says designer John Wick. "Then we'll start releasing expansions, about 50 cards per month for the next nine months."

Though the rules remain the same, making *The Hidden Emperor* fully compatible with earlier incarnations, the theme is radically different. "For 1,000 years, the emperor of Rokugan was the son of the Sun Goddess," says Wick, "but now there's a mortal man on the throne. Society has lost its connection to religion."



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The effect is like dropping an anvil on a carton of eggs. Shugenja are scrambling for power. The clans, the Dragons and Scorpions in particular, are at each other's throats. And magic is literally at the caster's fingertips. "Instead of using spells, you channel your own energy," explains Wick. "Before, you drew lighting from the sky. Now, it's—bang!—right out of your hands." Result: a faster, deadlier game.

Rokugan's theological upheaval "is kinda lofty stuff," says Wick. "But I'm trying hard to get it right. That's why they call me the Culture Nazi."

Deep Space Nine

Game: *Star Trek CCG*

Publisher: Decipher

Set Size: 260 cards

Release: July 1998

Packaging: 9-card boosters

Suggested Retail: \$2.50 per booster

Why did Decipher make a double-sized set, the biggest *Star Trek* expansion to date, for *Deep Space Nine*? According to spokesperson Matt Mariani, they had no choice.

"We just couldn't cover it in a standard 130-card expansion," says Mariani. "Everything we've done up to this point has been based on 'Next Generation.' But the 'Deep Space Nine' TV series has a totally different feel. And we wanted the expansion to have a different feel too."

That difference is evident in two major areas. First, the home base assumes a more prominent role. "In a standard *Next Generation* deck, you have an Outpost, but it really only functions as a place to bring personnel and ships into play," says Mariani. "In *Deep Space Nine*, the space station will be much more important; it's the centerpiece of your deck. Most of your people will be located at the station, and a lot of the action will take place there as well."

Second, *Deep Space Nine* will introduce some new races. "The basic core of the game will be the same, in that you'll be



Deep Space Nine © Paramount Pictures

able to choose your affiliation," says Mariani, "but we're bringing in the Cardassians and the Ferengi, so you'll be able to play a Cardassian deck or a Ferengi deck."

Deep Space Nine includes a few new rules—"We're still working on 'em," laughs Mariani—but is fully compatible with previous expansions. As for the cards themselves, look for a fleet of new vehicles, a wormhole or two and, of course, the cast members. "We wouldn't dream of making a set without the major characters," Mariani says. "The fans would lynch us."

Return to the Tomb of Horrors

Game: *Advanced Dungeons & Dragons*

Publisher: TSR/Wizards of the Coast

Size: 180-page campaign book, various booklets and play-aids

Release: August 1998

Packaging: Boxed set

Suggested Retail: \$30

Unspeakable sights, nightmarish sounds, the aroma of death... We refer, of course, to the Wizard Entertainment office restroom. But the description also applies to *Return to the Tomb of Horrors*, a sequel to the classic adventure by *AD&D* co-creator Gary Gygax.

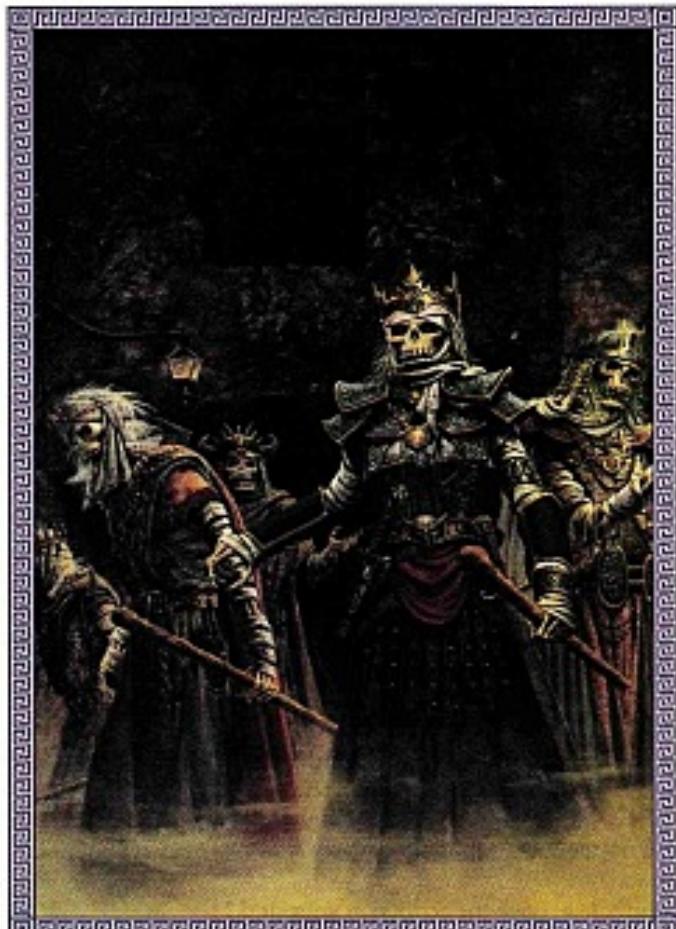
"Everyone who played *AD&D* back then has their own *Tomb of Horrors* story," says TSR staffer Bruce Cordell. "A lot of people remember that as one of the first times they were actually frightened by an RPG. We're trying to recapture that in the sequel."

Considered by aficionados to be the ultimate dungeon crawl, *Tomb of Horrors* featured a trap-heavy labyrinth created by a malevolent demi-lich for the express purpose of luring the curious and the arrogant to excruciating demises.

"Now it's 20 years later," says Cordell. "The demi-lich's machinations have finally started to have some effects on the surrounding lands, and that's what lures the PCs back to the tomb. They'll find out he's not alone anymore."

Along with an 180-page campaign book, the box contains a picture booklet depicting scenes from the tomb, a map booklet, an overview of the surrounding areas including a necromancer-infested burg called Skull City, and a facsimile of the original *Tomb of Horrors* book. Says Cordell, "It's one of our biggest-ever adventures."

And one of the toughest. Here's a tip: Before stepping through the mouth of the big green devil's head, ask yourself, "Does the phrase 'sphere of annihilation' ring a bell?"



The Mountains of Madness

Game: *Call of Cthulhu*

Publisher: Chaosium

Size: 200-plus pages, various play-aids

Release: August 1998

Packaging: Softcover

Suggested Retail: \$23

Things to do before embarking upon this icy adventure: 1. Pack your long underwear. 2. Fill your thermos with hot chocolate. 3. Kiss your ass good-bye.

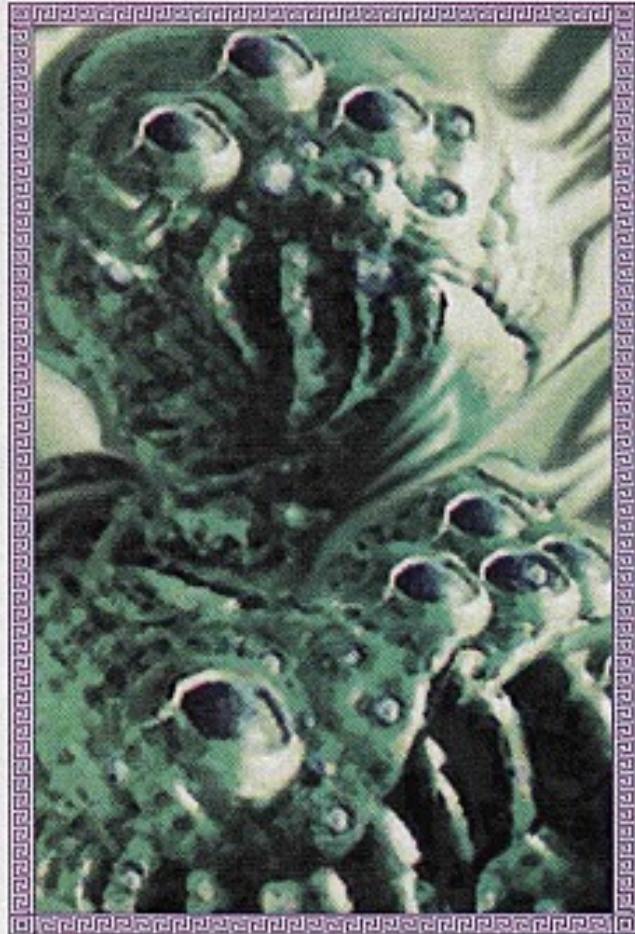
"You could conceivably expect a high body count," deadpans Cthulhu overseer Lynn Willis. "There are tremendous logistical problems. Difficult terrain. And you can expect intervention from... unexpected sources."

Based on H.P. Lovecraft's "At the Mountains of Madness," the adventure sends the party into the Antarctic wilderness on a quest to unlock the secrets of the cosmos. In the original story, a Miskatonic University expedition led by Dr. Pabodie learned the history of the Old Ones and the genesis of the shoggoths but came to an untimely end before they could put the pieces together.

"You'll be undertaking a new expedition, about two years after the first," says Willis. "You'll be visiting the city of the Elder Things. And you'll get tangled up—unfortunately—with the true meaning of the Mountains of Madness."

Willis promises an adventure comparable in scope—and lethality—to the classic *Masks of Nyarlathotep*. In addition to a generous selection of player hand-outs, look for a 1920s-style map of Antarctic and a Miskatonic University patch suitable for sewing on your jacket.

"Fans have waited seven years for this," says Willis. "I don't think they'll be disappointed." He grins. "Even though they might wind up lying in the snow, bitterly cursing their fate."

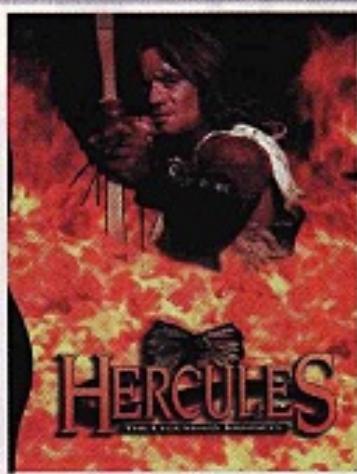


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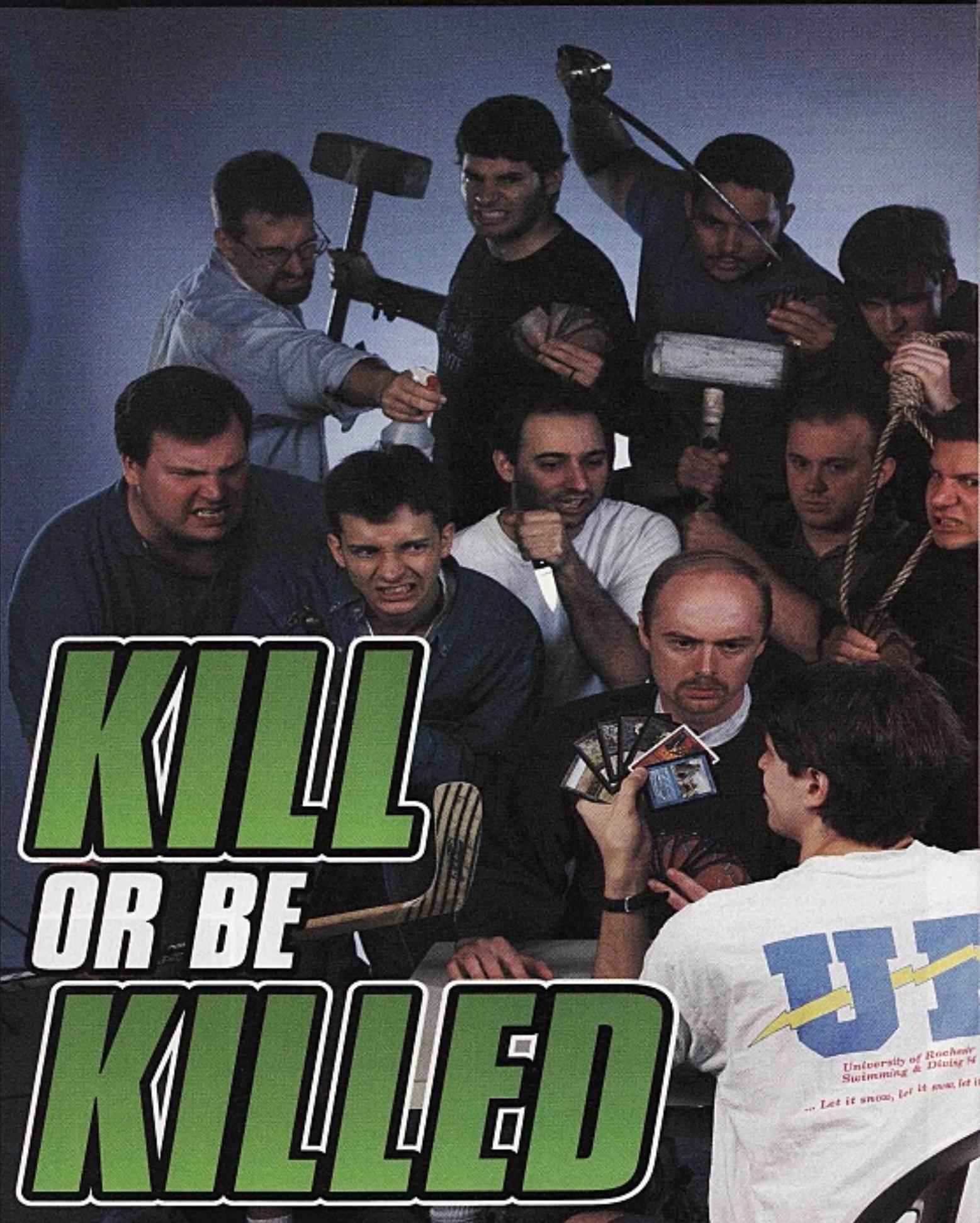
Best of the Rest

More hot products on the horizon...

- The new *Stronghold* expansion fortifies *Magic* with another 140 cards this March. Expect more slivers, such as the black Acidic Sliver, and more hounds (Gilding Lizard, a 1/1 blue creature capable of transforming into an enchantment which grants other creatures the ability to fly). (Wizards of the Coast)
- Coming in late spring: The *Civilization* non-collectible card game, based on the award-winning board game of the same name. The self-contained, twin-deck set allows players to assume the leadership of either Athens or Sparta, acquiring and trading assets which are represented by individual cards in preparation for a war that will determine which will be the dominant world power. Players will also be able to purchase additional decks to expand their power bases. (Avalon Hill)
- Arriving in September: The *Lord of the Rings CCG*, an all-new Tolkien-based game from the makers of the *Middle-earth: The Wizards CCG*. *Lord of the Rings* emphasizes individual battles, with players representing characters like Gandalf and the Balrog in fight-to-the-finish skirmishes. A two-player entry-level CCG, *Lord of the Rings* promises to be significantly easier to learn than *Middle-earth*. It'll be available in both starter decks and boosters. (Iron Crown)
- Three 120-card expansions, boosters only, for the *Middle-earth: The Wizards CCG* arrive in April, August and November: *Balrogs, Dwarves and Elves*. (Iron Crown)
- Saddle up those sandworms—the *Dune RPG* surfaces this fall. (Lost Unicorn)
- The world of *Greyhawk*, the original campaign setting for *AD&D*, will be overhauled and relaunched this spring. (TSR)
- In May, watch for an expanded *Call of Cthulhu* rulebook (officially, Edition 5.5). Also on tap for Cthulhu-ites: A *Bermuda Triangle* sourcebook, a new edition of the *Fungi from Yuggoth* campaign and a revised *Encyclopedia Cthulhiana*. (Chaosium)
- Aliens open for business on Earth in the *Conspiracy X: 2025 RPG*, a revised version of *Conspiracy X* taking approximately 20 years in the future. The hardcover game arrives in August. (Eden Productions)
- *RuneQuest: Slayers*, an all-new edition of the classic *RuneQuest RPG*, debuts this summer. The combat-heavy revision—which shares next to nothing with the original version—promises to be grittier and bloodier than the typical fantasy RPG. (Avalon Hill)
- Up soon for *AD&D*: a *Monstrous Arcana* volume featuring mind flayers, similar to 1996's beholder book, *I, Tyrant*. Three mind flayer adventures will follow. (TSR)
- The *Paranoia RPG* returns with the "long lost" third edition rules and the *Jackpot Thugs* supplement, out by mid-year. (West End)
- Beefcake meets cheesecake in the *Hercules & Xena RPG* in late spring, with a slew of sourcebooks to follow. Also slated for spring, the *Indiana Jones RPG* heads to Africa courtesy of the *Magic and Mysticism* sourcebook. (West End)
- *Countdown*, a sequel to last year's *Delta Green*, covers a potpourri of *Call of Cthulhu* topics, among them the Cult of Transcendence, the Outlook Group and the King in Yellow. (Pagan Publishing)



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HOW TO SURVIVE CUTTHROAT MAGIC TOURNAMENTS

BY JEFF HANNES AND ALEX SHVARTSMAN

It's the semi-finals of the Pro Tour qualifier. You're one win away from securing a spot in the next big-money tournament. It's your opponent's turn—he's at 10 life and you're down to five. You cast Incinerate on your opponent and then Portent on yourself; the top three cards of your library are Thunderbolt, Mountain and Fireblast. You put the Thunderbolt and the Fireblast on top of your library. Your opponent then plays a Suq'Ata Lancer and attacks you. You go to kill it with a Dark Banishing, but you've only got two untapped mana left. You suck up the damage.

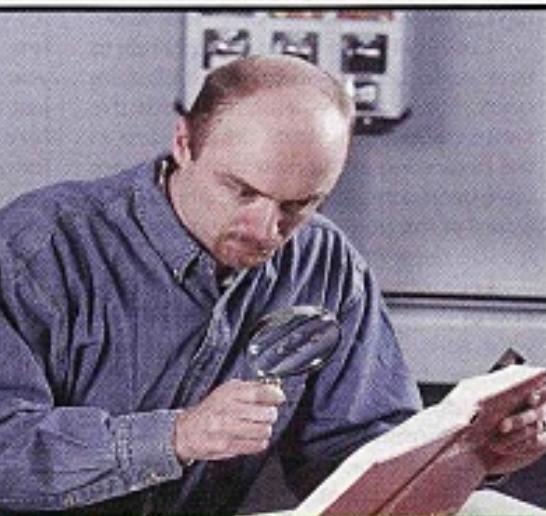
Your opponent declares he's finished and you untap your lands. You go to draw an extra card courtesy of the Portent, but your opponent stops you. He tells you it's too late—you look at the judge standing next to you for help, but he nods in agreement. Dumbfounded, you draw the Thunderbolt during your draw phase and there's nothing else you can do.

During your opponent's turn, he breathes a heavy sigh of relief as he draws the top card of his library. He taps four mana and shows you the card—it's a Fireball. With no defense, you're dead. Better luck next time.

There's more to a tournament victory than having a good deck. Anyone can copy a deck out of a magazine to play in a tourney, but triumph takes a bigger commitment. Winning is not only about knowing your deck; it's about preparation, mental toughness and mistake-free play.

PREPARING FOR BATTLE

Quick, without looking at your cards, can you recite the exact contents of your deck? If not, you don't know your deck well enough. You should be thoroughly familiar with how your deck works before you try and run



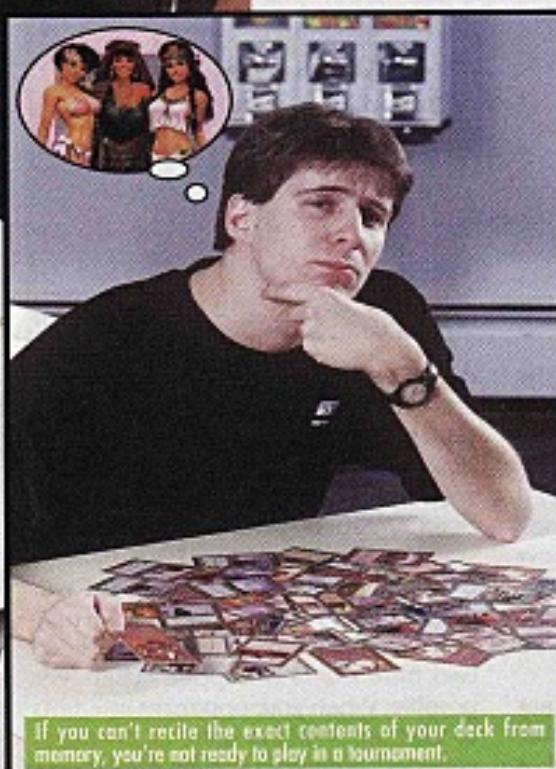
Knowing the card counts keeps you from getting screwed by rules-lawyering nitpicks.

it against tough competition. The better you know your deck, the smoother you'll be able to make runtime decisions.

You get stuck with a bad mana draw. What cards can you afford to discard? On the second turn, should you cast a Fellwar Stone or a two-casting cost creature? Do you have to Incinerate that Black Knight immediately or can you afford to wait a few turns? Once you've tested your deck enough, these kinds of decisions become second nature.

The same goes for your sideboard. The sideboard is an integral part of tournament play and should be as carefully constructed as your deck, not added as an afterthought. As you're putting together your deck, think about what cards will fit well in the sideboard. Consider the current environment in your area: If you know that mono-red decks are popular, include extra protection against direct-damage. If Marogeddon decks are all the rage, be sure your sideboard gives you the necessary tools to gain an advantage against them.

Once you've constructed your sideboard, plan ahead. Before the tournament begins, you should have a good idea which cards you will take out against certain decks. Avoid removing lands between duels. It may be tempting to remove a Plains to keep the rest of your deck intact, but it's not worth the risk of a bad land draw. The sideboard is an extension of your deck, and several matches will be won or lost by the contents of your sideboard—be prepared.



If you can't recite the exact contents of your deck from memory, you're not ready to play in a tournament.

RULES OF ENGAGEMENT

Know the cards, know the errata. This can't be stressed enough. Know how all the cards in your tournament environment work, especially the latest revisions and interpretations. Top-level players actively look for ways to abuse tourney-legal cards. If you don't know why *Abeyance* was so popular last year (and why few people are playing with it these days), you've got some homework to do.

Cutthroat players will use every rule to their advantage, even the most obscure ones. For example, all cards with the cantrip effect (you may draw a card at the beginning of the next turn's upkeep) have been errata'd to say, "You may draw a card at the beginning of the next turn." It's the same thing, right? Wrong.

Let's say you cast a cantrip at the end of your opponent's turn. Now, it's your turn. You untap your lands and then go to draw a card—your opponent stops you, saying it's too late. Why? The beginning of your turn is before your untap phase. By untapping your lands, you've silently declared that you chose not to use the cantrip's effect.

The same goes for upkeep effects. If you forget to pay a non-mandatory upkeep cost (like cumulative upkeep) and enter your draw phase by drawing a card, your opponent can make you pay the penalty for choosing not to pay the upkeep. Not all players will be so strict as to call you on the cantrip ruling, but some will. If you run into such a player, do not get flustered and do not get angry. It's a tournament and your opponent is trying to win; he can't be faulted for that. Instead, make sure you don't make the same mistake again.

If your opponent is a stickler who won't allow you to change your mind once you've tapped a land for mana, make sure you don't tap a land unless you're sure you're going to use it. If that same opponent forgets to abide by one of his own rules, don't have any qualms about making him pay the penalty. How cutthroat you choose to play is a matter of personal taste—just be prepared to get served some of your own medicine.

Finally, if your opponent quotes a

ruling that you are unfamiliar with, call over a judge. Don't be afraid to seem uninformed; you may be in the right.

COOL UNDER FIRE

Playing like a pro means acting like a professional. Never get flustered when things aren't going your way and never concede, no matter how bleak the situation. Play every game to its finish—it's guaranteed there will be at least a few times when you win a game that you thought you were going to lose. Just one of these wins can make the difference in a tournament. Also, the longer you stay alive, the more you get to see of your opponent's deck. You might learn something that will prove valuable in the next game.

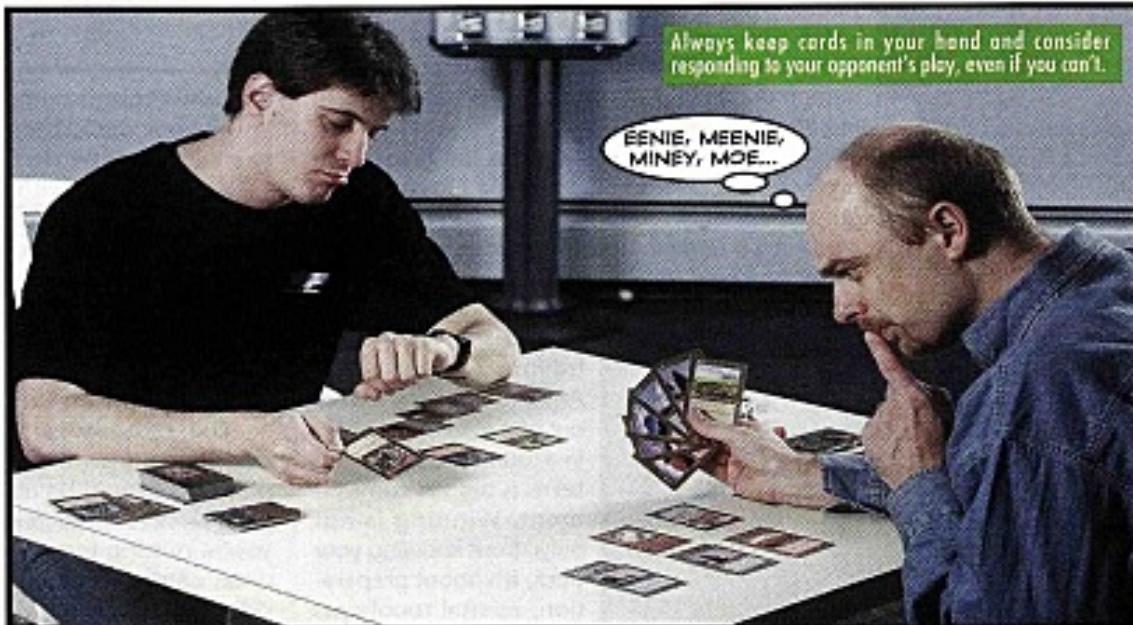
When you do lose, remain calm. If you lost because you got a bad mana draw, don't complain—take it in stride. Even with 40 percent mana sources, you're still going to get screwed from time to time. The key is to not let it affect your next duel. If your opponent trounces you in the first game because you got

less-experienced player will often say something like, "If only I had drawn my *Wrath of God*!" All this does is tell the opponent that he needs to watch out for mass creature elimination next game. Be sure to not reveal your hand at the end of the game either—your opponent doesn't need to know what options you may or may not have had.

Always maintain a look of confidence, even when your opponent is about to crush you. If an *Incinerate* is the only card you can draw to save your butt, draw your next card as if you know it's an *Incinerate*. Confidence is a good part of the mental toughness necessary to win tournaments, as is a good poker face. When you do draw that key card, play it as if it had been in your hand the whole time and you were just waiting for the right moment to cast it.

SLEIGHT OF MIND

Bluffing is important to tournament-level Magic. Simple probability dictates that you won't always have the card you need when you need it, but your opponent



Always keep cards in your hand and consider responding to your opponent's play, even if you can't.

hosed, let him wallow in the victory if he wants. Overconfidence may cause him to make a mistake in the next game.

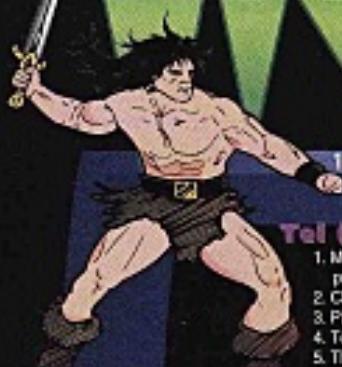
There are other ways your bad fortune may work to your advantage. If your opponent doesn't get a good look at the cards in your deck, he won't know what to sideboard. You, on the other hand, will have the benefit of knowing how his deck wins and what you need to do to counter it.

With that in mind, never volunteer any information about your deck after the duel is over. After losing a duel, a

doesn't have to know that. Always try and keep cards in your hand, even if it's just extra land. There's no reason to play more land than you need, especially if your opponent might have a *Jokulhaups* or an *Armageddon* in his deck.

The more cards you have in your hand, the more your opponent will think twice about making a risky play or attack. If you're playing blue, keep two blue mana untapped whenever possible. When your opponent attempts to cast an offensive spell or creature, consider countering it, even if you don't

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MAGIC SINGLE CARDS

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Time Walk

Time Twister

Juzam Djinn

City of Brass

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Dual Lands (any)

Thawing Glaciers

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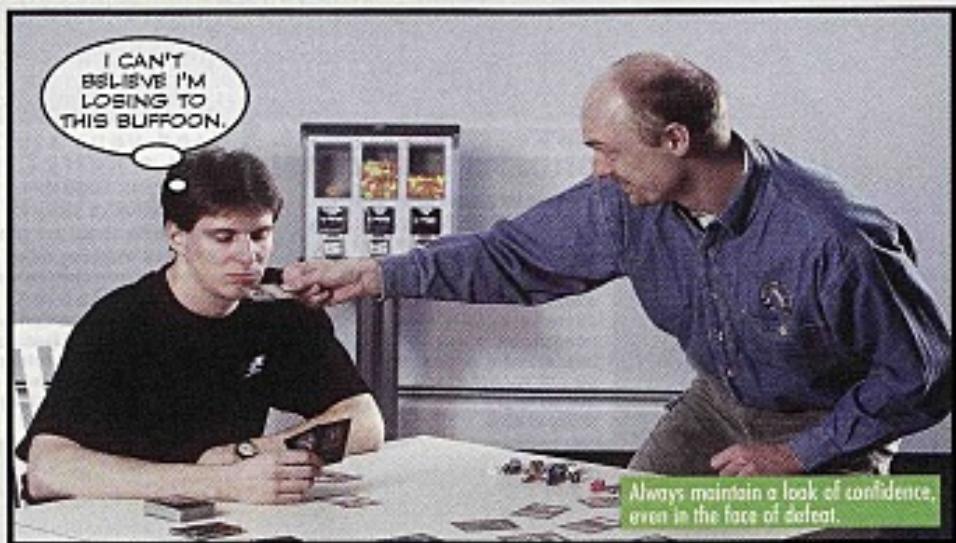
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Always maintain a look of confidence, even in the face of defeat.

have the capability to do so.

Eventually, your opponent will get into the habit of asking your permission each time he casts a spell—this is exactly what you want. It throws off your opponent's rhythm and makes him subconsciously think that you *always* have the ability to counter his spell, even when you don't.

However, do not go overboard. If you call attention to your actions, your opponent will see right through your bluff. If you obviously reach for your untapped Forest before your opponent chooses to block, he's unlikely to believe that you have a Giant Growth. Then again, faking a bluff when you have the card you need is another good tactic.

A mix of real and false bluffs will keep your opponent off-balance—especially if he never calls your real bluffs. However, if you put on too many antics, your opponent will simply ignore you.

TRICKS OF THE TRADE

There are several things you can do to increase your chances of doing well in a tournament. Individually, these tricks won't have a profound effect, but combined they can make a difference.

• **ATTACK BEFORE YOU CAST SPELLS.** Your opponent might not throw his Llanowar Elf in front of your attacking Rogue Elephant if he knows you've got a Deadly Insect on the way. By waiting until after the attack, you force your opponent to make less-informed decisions during the attack. Plus, you'll have mana available in case your opponent comes up with something unexpected.

• **FORCE YOUR OPPONENT TO USE HIS AVAILABLE MANA.** Let's say you've got two red creatures and your opponent's been keeping them at bay with a Circle of Protection. Unless you believe

you'll need your creatures for defense, you should attack with them anyway. It will force your opponent to use mana that he otherwise might have used for an instant or to power a fast-effect, such as a Sacred Mesa.

• **WAIT UNTIL THE END OF YOUR OPPONENT'S TURN TO USE FAST-EFFECTS (IF POSSIBLE).** This keeps your options open during your turn and during your opponent's. For example, if you've got a Jayemdae Tome in play, you can usually afford to wait to use it until the end of your opponent's discard phase.

• **MAKE SURE RANDOM DISCARDS ARE TRULY RANDOM.** Whenever either player must discard a card at random, roll a die to determine which card is discarded. If you simply hold out your hand and let your opponent choose a card, he may choose the card that is the most worn or he may try and outguess you based on how you're holding your cards. By keeping it random, you avoid these unnecessary mind games.

• **USE A PAD TO KEEP TRACK OF LIFE-POINT TOTALS FOR BOTH YOU AND YOUR OPPONENT.** Simply put, sometimes players forget to take damage. In a close game one or two points of damage can mean the difference between winning and losing. By keeping track of your opponent's life, you can make sure both totals are accurate. A score-pad is preferred, since there's no chance of it getting knocked around and screwing up the total.

It's the semi-finals of the Pro Tour qualifier. You're one win away from securing a spot in the next big-money tournament. It's your opponent's turn—he's at 10 life and you're down to five. You wait patiently as your opponent ponders his hand and

decides to cast a *Suq'Ata Lancer*.

You weigh your options and, noticing that your opponent has a few cards in his hand, decide to *Dark Banish* the Lancer—after all, your opponent might be holding an *Incinerate*. Your opponent then declares that he's finished with his turn. You tell him that in response you'd like to play a fast effect. You cast the *Portent* on yourself and then tell your opponent you have no more fast effects.

Before you untap your cards, you announce that you are going to draw a card from the *Portent*. Your opponent nods okay and you draw a *Thunderbolt*. During your draw phase, you draw the *Fireblast*. In your main phase, you cast the *Incinerate* you're holding plus the two direct-damage spells you just drew on your opponent, one at a time, for a total of 10 damage. He takes a moment to study the cards in his hand and the cards in play, and then shakes your hand and scoops up his cards.

Congratulations. You're on your way...

Eugene's Tips:

The top ten things to not do at a tournament

Eugene T. Dudley may be the world's worst Magic player, but there are few things that even he knows you shouldn't do when at a tournament:

1. Do not whack your opponent with a baseball bat. This behaviour is considered unsportsmanlike and may get you disqualified.
2. Do not fast. As tempting as it might be to spend a whole day on an empty stomach in a crowded room full of sweaty men, you should always start your tournament day with a balanced breakfast. (A *Moon Pie*™ is an nutritious part of a balanced breakfast.)
3. Do not gloat when you win, lest you look like the buffoon on page 48.
4. Do not use *Stasis*. Eugene hates *Stasis* decks.
5. If you win, save some of your prize money for a rainy day. Do not spend it on *Pegasus Refugees*, *Mishra's Groundbreakers* or cheap booze.
6. Do not count the number of cards in your opponent's library every turn. If you do, your opponent might whack you with a baseball bat.
7. Do not lick your opponent's cards.
8. Do not show up on time. No tournament ever starts within an hour of the designated start time, so why get stuck waiting in a crowded room full of sweaty men?
9. Do not make kissy-faces at your opponent in an attempt to distract her (or him).
10. Do not sacrifice small animals in an attempt to persuade dark powers to assure your victory. It freaks out the referees and makes a mess of your clothing.

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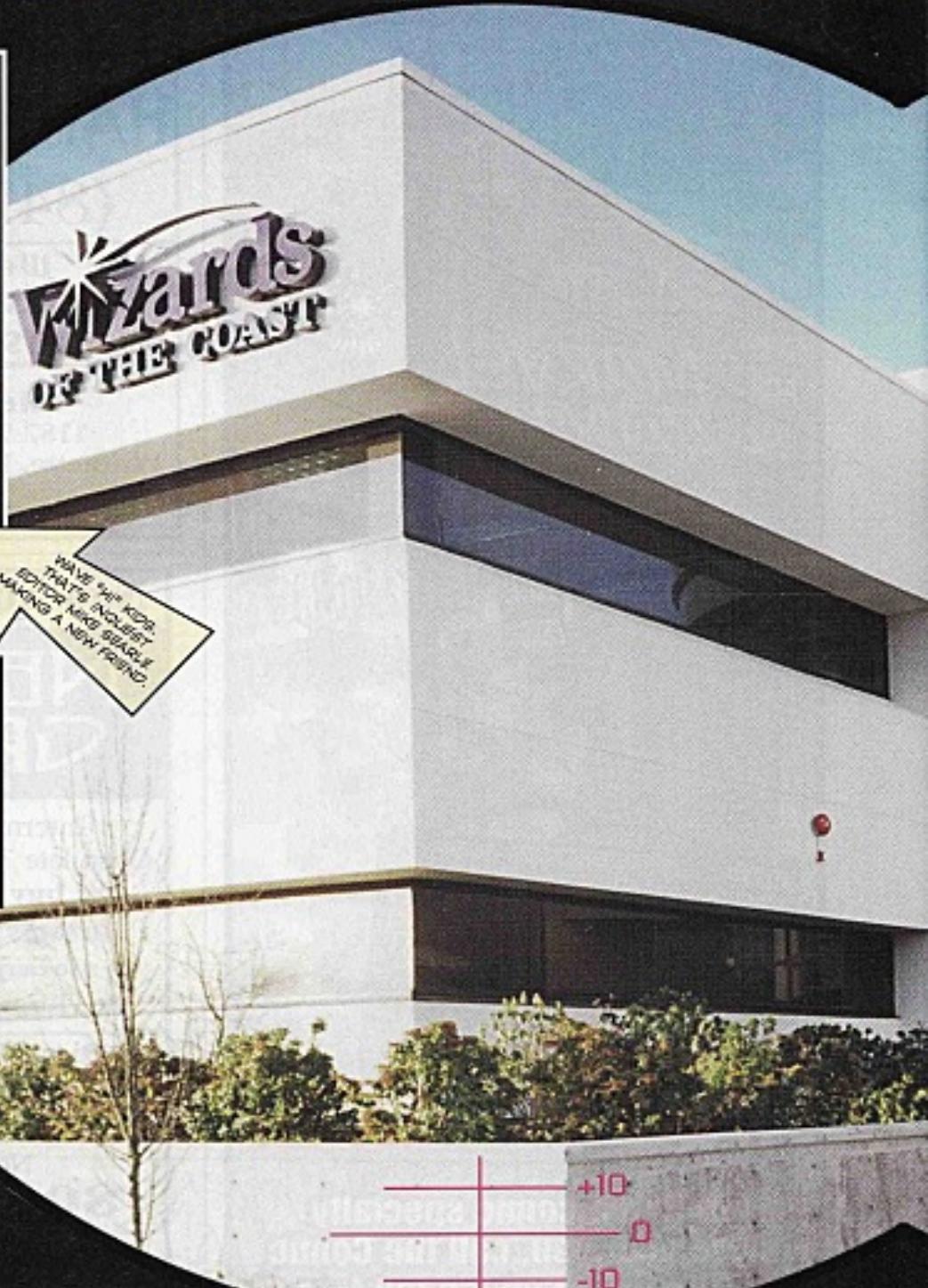
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InQuest infiltrates the Wizards of the

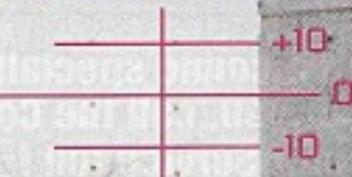
It all started with a phone call; it always does. We wanted Wizards of the Coast **SECRETS**; they weren't talkin', even though we asked real nice-like.



But we're not just journalists, we're *game* journalists and we weren't taking "no" for an answer. In fact, it's for cases like this that we have a ninja on staff. A few calls were made, and 59 minutes later, Rick Swan, Staff Ninja, was on the Concorde heading for **WOTC HQ** in Renton, Washington. His mission log follows...

By the *InQuest* staff

Photos by Gary Cook/Image Group



Dah-dah dahnt dahnt, dew-dew-dew, d

INDESTRUCTIBLE

Coast offices

0515: Objective reached and identified. My mission: Infiltrate **MAGIC CENTRAL**, steal some secrets from the top brass and get out alive. Infiltration will commence after I finish my chocolate-covered breakfast peanuts.



0901: OPERATION STRONGHOLD

begins with me covertly entering the property.



0905: Soon as I enter, I discover Eden! **EDEN FAIR, RECEPTIONIST** and part-time Bird Maiden, that is. I use my years of training to bluff my way past her.



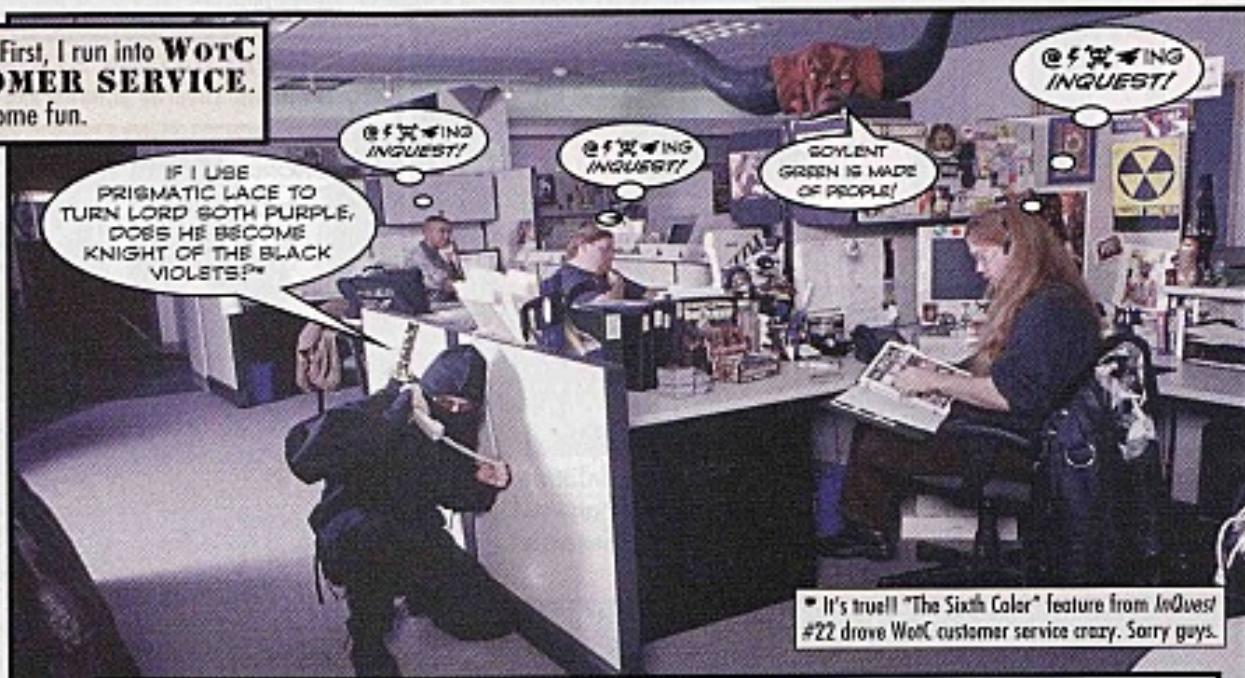
Eden Fair

0910: I infiltrate unnoticed.



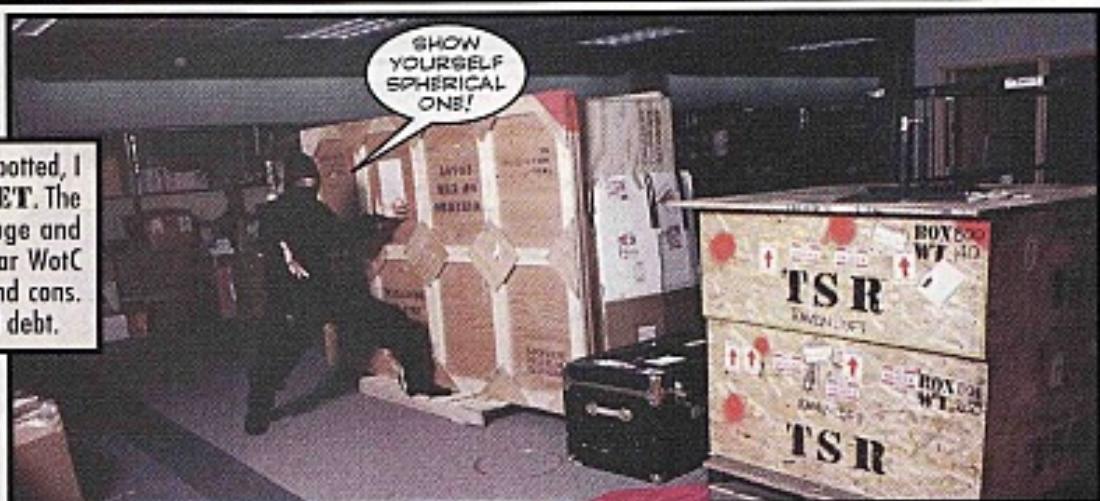
0915: First, I run into WOTC CUSTOMER SERVICE.

Time for some fun.

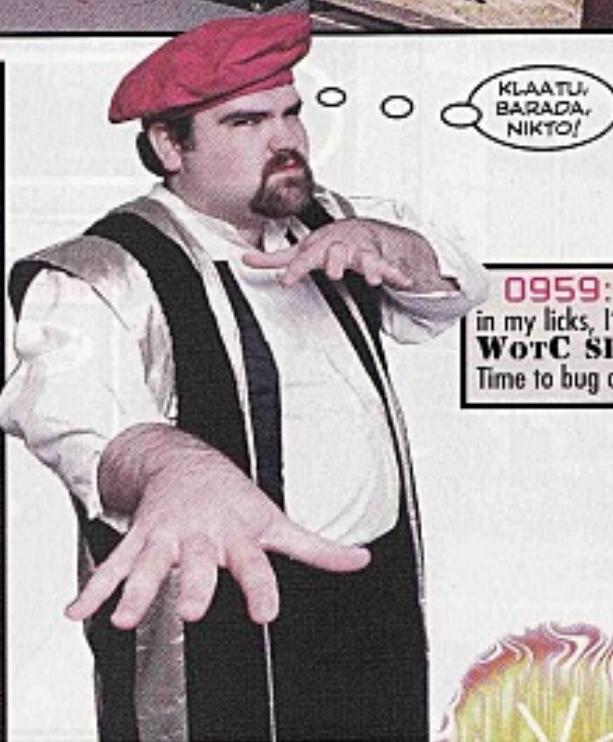


• It's true! "The Sixth Color" feature from *InQuest* #22 drove WotC customer service crazy. Sorry guys.

0942: Nearly spotted, I duck into A CLOSET. The closets here are huge and hold the tons of gear WotC uses at its shows and cons. Time to settle an old debt.



0958: I find my tormentor from GenCon—the dreaded DRAGON DICE GUMBALL MACHINE, and as luck would have it, the device is disarmed. Revenge is sweet.



0959: Before I get in my licks, I'm busted by WOTC SECURITY! Time to bug out.

1125: I manage to escape and find myself in **THE TSR WING** where product designers are engaged in a brainstorming session.



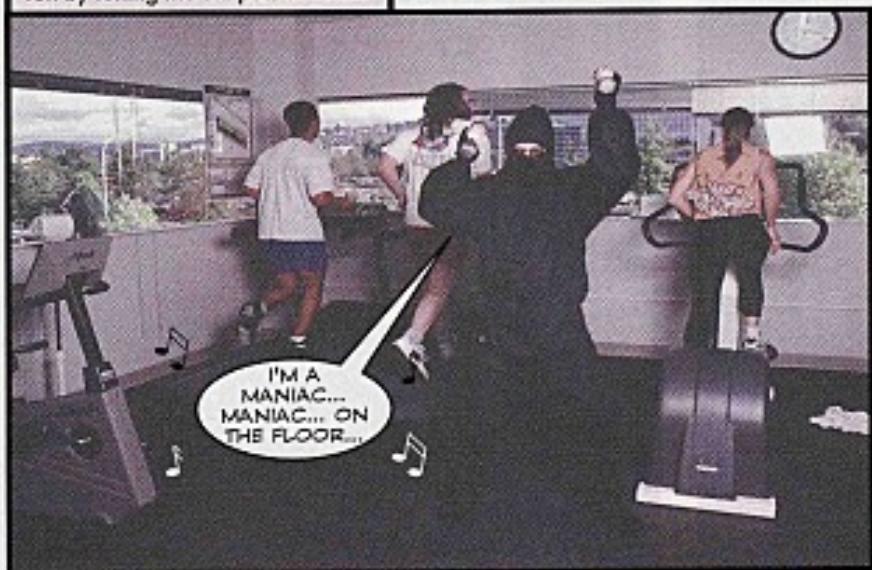
1140: I decide to sneak in and see what my old friend and **WOTC VP LISA STEVENS** is up to.



1141: Hmm, wonder what she meant by that? Right next door is **WOTC RESEARCH & DEVELOPMENT**. It's time I got some answers, ninja-style.



1220: WoTC even has its own **GYM** for employees. I join the fun by toning the old pecs at lunch.



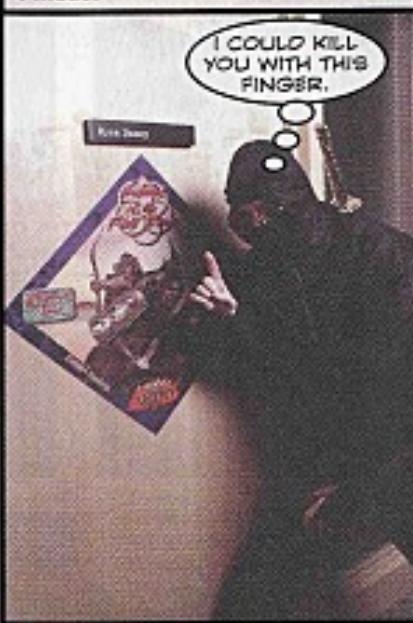
1222: After a strenuous workout, my brain starts working overtime: Why don't I design my own **NINJA MAGIC CARD**? First I need a picture.



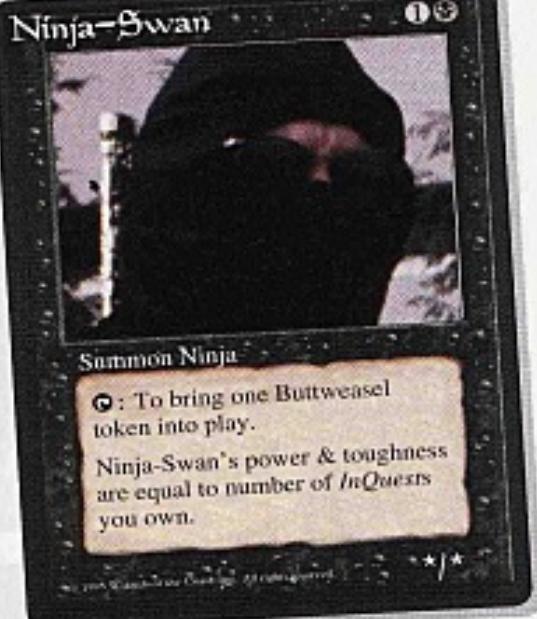
1225: Now to slide the information gently into the **R&D FILES**.



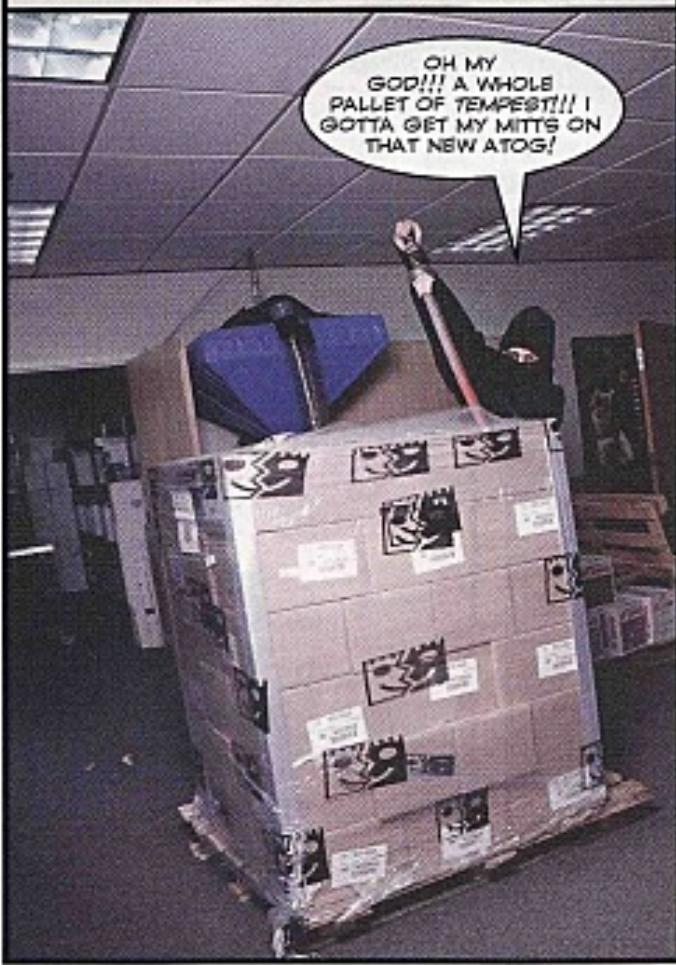
1315: After lunch, I find the **FIVE RINGS** area. They're now part of WotC, but they haven't moved in yet so I decide to drop off one of the cards I made.



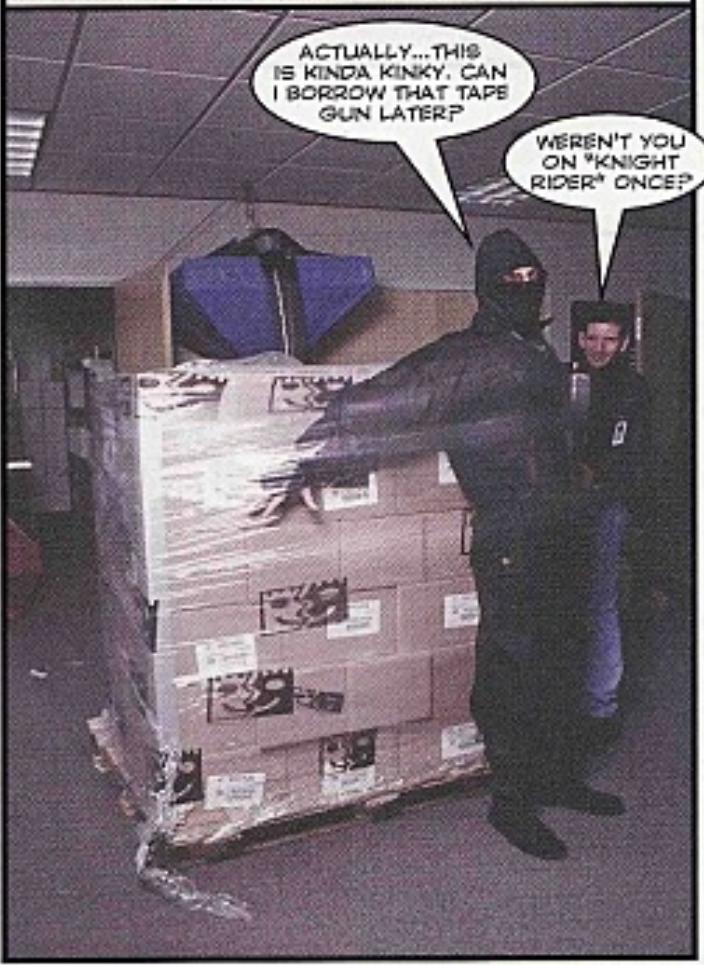
*Look for me in a future
Magic Expansion*



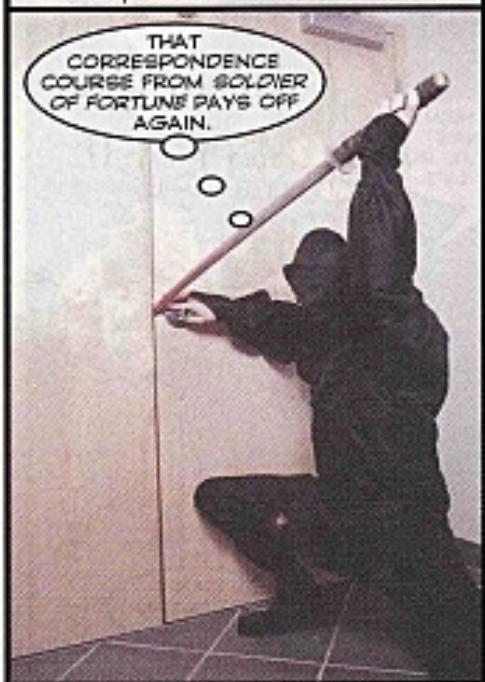
1338: That was fun but still no sign of the big guy's lair. I check out the brain center of all companies—**THE MAILROOM**.



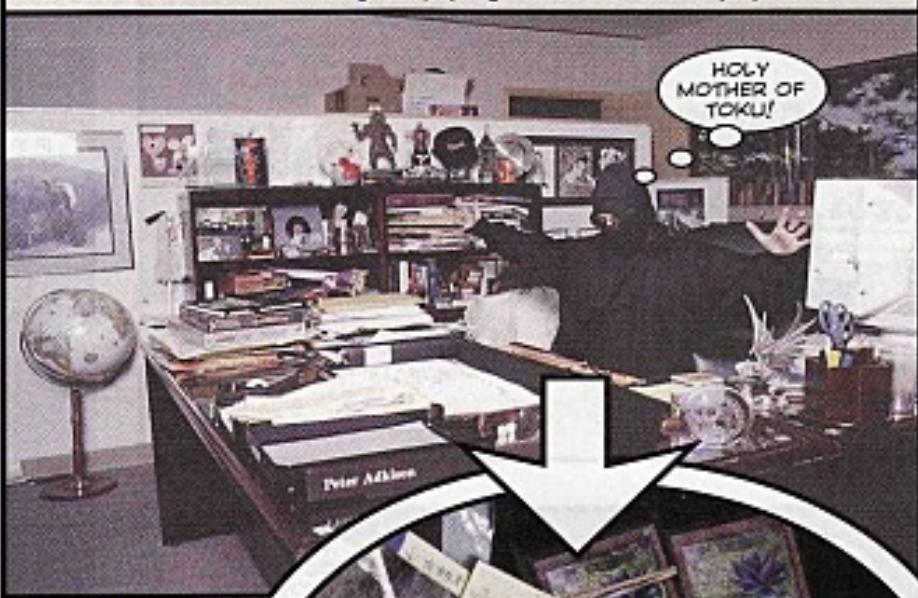
1345: A TRAP! The mailroom guys are always the most dangerous. It costs me three *InQuest* subscriptions, but I convince them to let me go.



1400: Finally, I find **THE BIG CHEESE'S OFFICE**. A locked door won't keep me out.



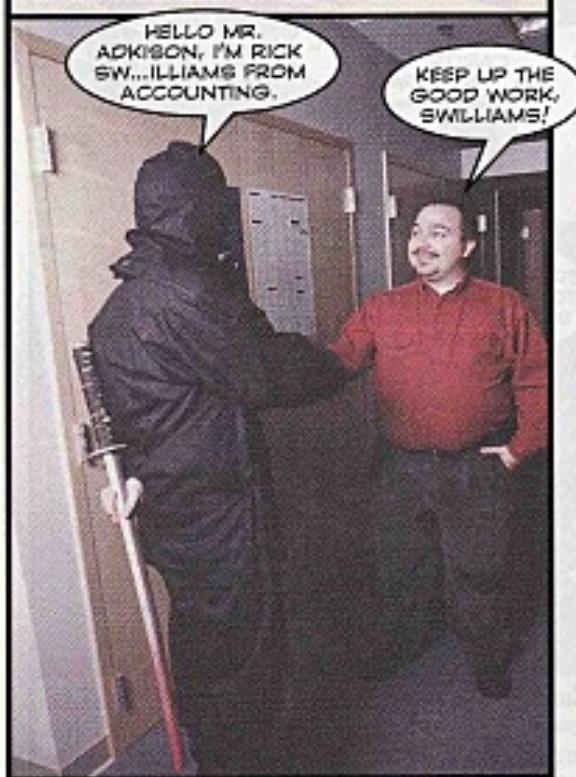
1405: Jackpot! CEO **PETER ADKISON'S OFFICE!** I discover why WotC can afford this cool building and pay big \$\$\$ to over 250 employees...



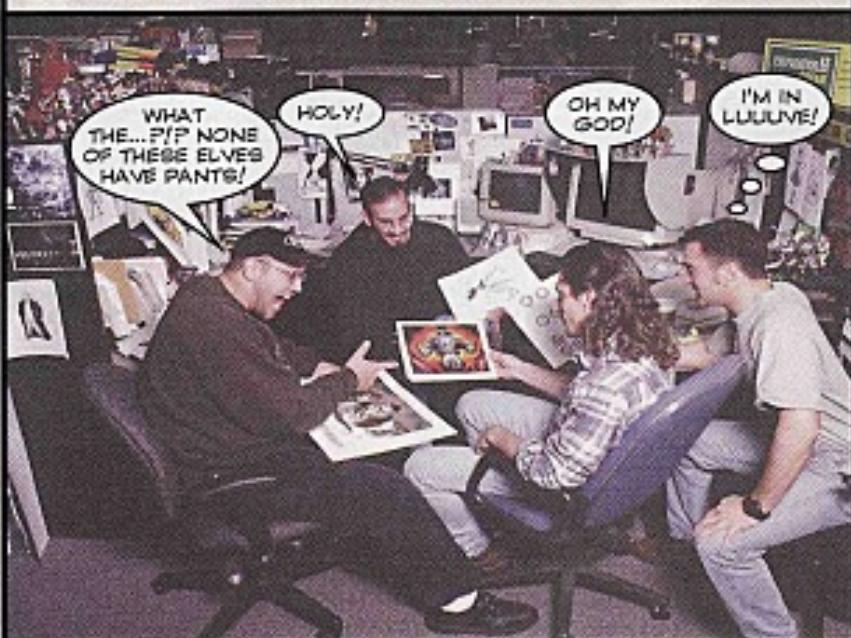
1406: ... THEY PAY WITH BLACK LOTUSES!



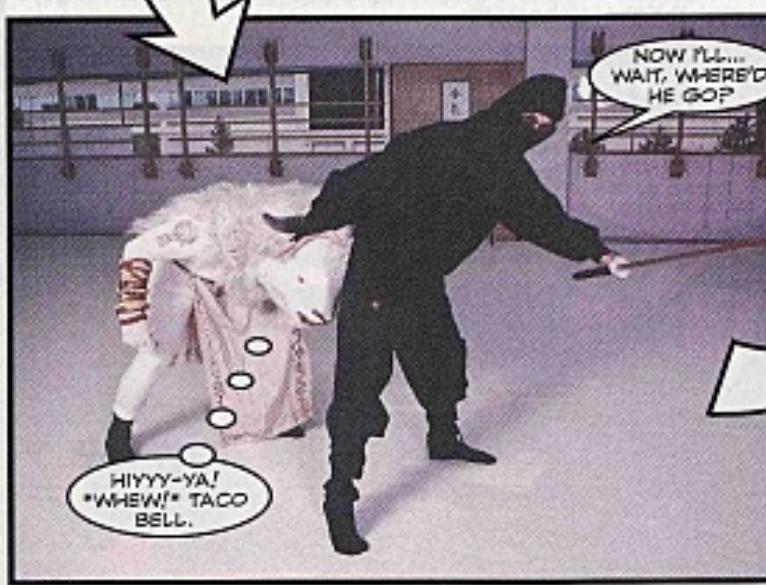
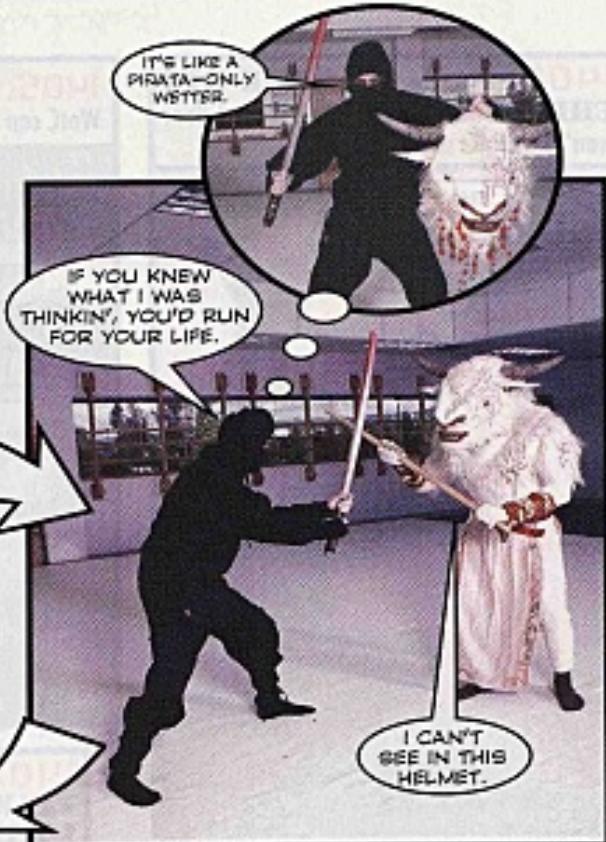
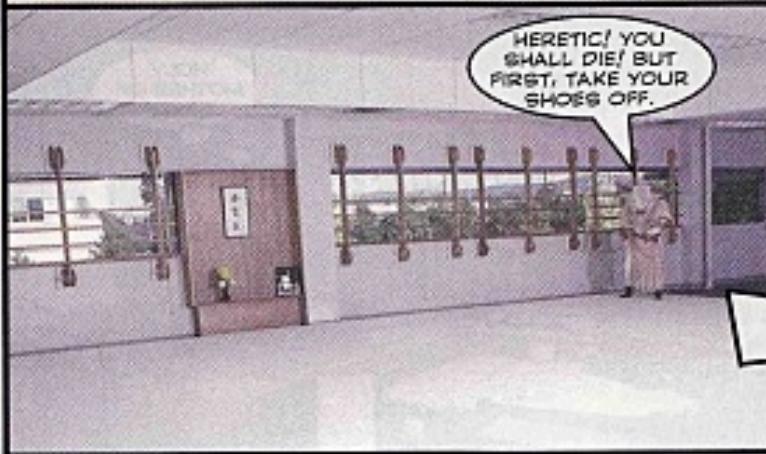
1408: Knowledge in hand, I try to vamoose outta there fast. But just my luck, I run into Peter Adkison in the **HALLWAY**. Must think fast.



1416: This place is so **HUGE**. I can't find my way out and have to ask the guys in the **ART DEPARTMENT**.



1450: They point me to the exit. But just my luck, it's through the **COMPANY DOJO** and guarded by a Hurloon Minotaur.



1452: It was literally the end for me as I got bounced out of the building.



Special thanks to all the WotC staff who went above the call of duty to pull this off.

**THE
END!**

dew, dew-dew-dew, deh-deh! Dah-dah dahnt dahnt, dah-dah dahnt dahnt, dahnt dant dahnt... trrrrrrrr Deh-Deh!

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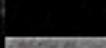
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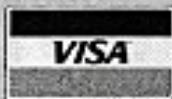
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KILLER DECKS

Grapes of Wrath

BY BRUCE COWLEY

Everyone has heard the phrase "It is better to give than to receive," and this axiom holds true for Magic as well—that is, when you're giving your opponent giant headaches. With this deck, your opponent will truly feel the wrath of too much of a good thing—too much mana.

The key to this deck is Eladamri's Vineyard, a nifty little enchantment that gives each player two green mana at the beginning of each of his main phases. At a cost of only one mana, a first turn Vineyard means four mana for you on the second turn, so start drooling. Unfortunately, the Vineyard works for both players. Since you cast it, your opponent gets to use it first. The best way to deal with this problem is to ensure your opponent has nothing to cast. To make sure your opponent has no cards, this deck starts with a healthy dose of hand-destruction. Use Coercion early to take out potential threats before they hit the table or to remove those annoying buyback spells. When your opponent starts getting low on cards, use Stupor to get a good two-for-one advantage.

The real damage comes a few turns into the game, when you can devastate your opponent with a Mind Warp. Powered by the Vineyard, you can grab two to four of your opponent's best cards. Once you've got your opponent's hand-size down, the Vineyard spells serious trouble. Your opponent will be forced to keep emptying his hand to avoid taking mana burn and, eventually, he'll be stuck with the inevitable—two or more points of damage per turn.

The brutal Dauthi Mindripper is another way to suck cards. This guy is like the old Mindstab Thrull, except with shadow; it's virtually unblockable. With the Vineyard, you can easily get this guy out on the second turn and grab three cards the next. If all else fails, the Mindrippers are still good for two damage per turn.

You've also got a single Disrupting Scepter to ensure your opponent doesn't stockpile cards. This card works



"Beats me. I found 'em like this."

great with the Vineyard because you can use the mana boost to help power the Scepter. Even if your opponent doesn't have any cards, you can still use its ability if you need a place to dump excess mana.

One of the tough parts about playing with the Vineyard is surviving the first few turns. Unless your opponent is playing a control deck, his spells will come out fast and furious. Let them. Cards like Evincar's Justice ensure the weenie hordes your opponent dumps early will get swept away.

Forced to outrun the Vineyard, your opponent will most likely abandon the strategy of holding on to a couple of creatures. Once your opponent has emptied his hand, fire off a Vineyard-powered Dregs of Sorrow for a ridiculous card advantage.

Wall of Roots is another quick means of defense for the deck. It can block most creatures and still live and can help fuel an early Mind Warp. If you don't draw your creature sweepers right away,

VINEYARD OF THORNS

ARTIFACTS

- 1 Disrupting Scepter
- 2 Cursed Scroll
- 2 Puppet Strings

BLACK CREATURES

- 3 Dauthi Mindripper

BLACK SPELLS

- 2 Coercion
- 2 Diabolic Edict

1 Disturbed Burial

- 2 Dregs of Sorrow
- 1 Evincar's Justice
- 2 Mind Warp
- 2 Stupor

2 Vampiric Tutor

- 1 Kraklin
- 4 Rootwalla
- 3 Wall of Roots

GREEN SPELLS

- 2 Creeping Mold
- 4 Eladamri's Vineyard
- 1 Gaea's Blessing

LANDS

- 10 Forest
- 2 Gemstone Mine
- 3 Pine Barrens
- 8 Swamp

SIDEBOARD

1 Coercion	2 Extinction
2 Creeping Mold	2 Natural Spring
1 Diabolic Edict	2 Perish
2 Emerald Charm	2 Scraggthon
1 Evincar's Justice	

SUBSTITUTIONS

Pine Barrens	→	Gemstone Mines
Dregs of Sorrow	→	Dark Banishing

THEME DECKS

the non-killer deck

Dominaria's Mightiest Heroes!

The greatest stories ever told—besides the Bible—can be found on page after page of periodic literature generally regarded by most people over 35 as mind candy. Monthly, four-color heroes (just like *Magic*) do battle with someone on the opposite side of the black-white line. This month's theme deck reads the same way.

Kick back with a deck of superheroes and villains straight from the pages of your favorite comic. It won't win you the world championship, but it's a good mental break from all your "serious reading."

■ "Jumping" Jeff Haines and "Bantering" Brent Fishbaugh, Super Friends

"And a one. And a two...work these bicks."

this deck still packs plenty of punch. *Diabolic Edict* can kill any single creature on the board, even untargetables and those with protection from black. *Puppet Strings* can deal with most creatures quite effectively, shutting down potential blockers so you can send your attackers through unmolested. In a pinch, you can use the Strings as a mana dump during your turn.

Speaking of attackers, your creatures are set up to take full advantage of the *Vineyard*. The meat of the deck is the *Rootwalla*. In a normal deck, the ability of the *Rootwalla* to gain +2/+2 for two mana is not very efficient. But with a couple of free mana, the extra cost is not a problem. And let us not forget the big daddy, *Krakilin*. With a *Vineyard* or two, *Krakilin* can come out big and strong early, and because it can regenerate, it is very hard to kill.

Creeping Mold can handle just about any non-creature threat and, once again, the *Vineyard* offsets its slightly high casting cost. Another card that takes advantage of the excess mana is *Disturbed Burial*. Paying the buyback shouldn't be a problem, allowing you to continually recycle those *Rootwallas*.

No good deck is complete without a little deck-manipulation; that's what the *Vampiric Tutors* and *Gaea's Blessing* are for. The Tutor will allow you to get critical elements of your deck when you need them and *Gaea's Blessing* will let you recycle *Disenchanted Vineyards*.

Finally, one of the most powerful cards in the deck—and also perhaps one of the most overlooked—is *Cursed Scroll*. When you start getting low in cards, it becomes incredibly useful. Hold a couple of forests in your hand and guess "forest," and either your opponent or one of his creatures will be taking two points of damage. This is permanent, reusable damage that, unlike *Stormbind*, does not cost you a card.

As always, the sideboard is straightforward. Against green swarm decks, don't hesitate to bring in the *Perishes*. Sure, they'll hurt you a little, but with those *Vineyards* in play you're gonna need the defense. An extra *Diabolic Edict* will help against protection from black critters while *Extinction* will handle *Sliver* or *Goblin* decks. *Emerald Charms* and more *Creeping Molds* will take out dangerous enchantments like *Stasis* or *Cadaverous Bloom*. *Natural Spring* is an efficient life-gainer and will help bunches against mono-red burn decks.

Remember: Although Christmas has past, with this deck, it is always the season of giving. So let your opponents have it—every last bit of it.

Bruce Cowley wants to work a *Mana Short* into this deck for the Days of Vine and Roses.

X-Men

Archangel (Archangel)
Bloodrock Cyclops (Cyclops)
Desperate Gambit (Gambit)
Grizzled Wolverine (Wolverine)
Storm Spirit (Storm)

Fantastic Four

Flame Spirit (Human Torch)
Chaotic Goo (Mr. Fantastic)
Sandstone Warrior (Thing)
Unseen Walker (Invisible Woman)

Avengers

Black Knight (Black Knight)
Kjeldoran Warrior (Iron Man)
Knight of the Mists (Vision)
Panther Warriors (Black Panther)
Shield Bearer (Captain America)

Justice League

Baron Sengir (Batman)
Elvish Archers (Green Arrow)
Flash (Flash)
Force of Nature (Swamp Thing)...well, he should be in the JLA
Steel Golem (Superman)
Lord of Atlantis (Aquaman)
Instill Energy (Green Lantern)

Villains

Abomination (Abomination)
Apocalypse (Apocalypse)
Chaos Harlequin (Harley Quinn)
Deadshot (Deadshot)
Goblin Grenade (Green Goblin)
Jester's Cap (Joker)
Sabertooth Tiger (Sabertooth)
Scarecrow (Scarecrow)

Plot Devices

Chaos Orb (Cosmic Cube)
Gauntlet of Might (Infinity Gauntlet)
Hammer of Bogardan (Mjolnir)
Aladdin's Ring (Green Lantern's Ring)
Snow Fortress (Fortress of Solitude)

"Gotham City Is In Trouble"

4 City of Brass
6 Forests
4 Gemstone Mine
6 Islands
6 Mountains
6 Plains
2 Reflecting Pool
6 Swamps



KD2

KILLER DECKS II



CRAIG "ICHABOD" O'BRIEN

Remember the good old days, when Wizards didn't have to hide in Havens like craven cowards or when Gandalf's quick trip over to the Shire didn't mean an immediate loss for you and six tournament points for your opponent? Well, with *Middle-earth: The White Hand*, those days are back with a vengeance.

This deck is based around an active fallen-wizard strategy, using Alatar and The Hunt to kill your opponent's creatures for marshalling points. Killing things, although lots of fun, is actually secondary to the deck's victory. The main points come from the weapon items in the deck. Use the kill points, along with the allies and factions, to keep your items from becoming more than half of your points.

Start out at the Ettenmoors, and switch over to Gladden Fields as a home base. Leave Ioreth at Gladden Fields because even though she's totally useless anywhere else, she can keep the Fields in play to become a Hidden Haven and can play Marvel's Told from there.

You will need the Hidden Havens to heal since this deck intends to face all the creatures that come at it. With no scouts and no avoidance, your characters will get wounded every now and then. You will need to go back to Gladden Fields and heal. A second Hidden Havens is not necessary, but it is useful for getting enough stage points to play The Great Hunt.

Once you are in the East, start collecting items. Balin will need one early since he's your main wimp. The Cram is there to untap him to play an item. Alatar will also need a quick item so he doesn't get killed by the first Crebain he tries to hunt. Once he's got a weapon,



"And now Sir Fin-Head, go forth and slay the evil fish-men."

use The Hunt and The Great Hunt to kill off the creatures your opponent has stopped playing on your heavily armed characters.

The two factions in the deck are for filling out your categories. Since they can be played at tapped sites, play them when you pick up your weapons. That gives you two resources in one turn. You'll need Alatar to influence Beasts of the Wood, but Balin

KILL, KILL AND KILL AGAIN

STARTING CHARACTERS

- Balin w/Wizard's Mymidoo and Cram
- Desakir w/Squire of the Hunt and Black Arrow
- Faramir
- Golla
- Ioreth

OTHER CHARACTERS

- 3 Alatar
- 1 Beretar
- 1 Erelhir
- 1 Halbarad

HAZARD CREATURES

- 2 Cave Worm
- 2 Marsh Drake
- 1 Oleg-lai
- 2 Rain-drake
- 2 Sellswords Between Charters

HAZARD EVENTS

- 2 An Unexpected Outpost
- 1 Blind to the West
- 2 Doors of Night
- 2 Echoes of the Song
- 1 Foul Tooth Unleashed
- 1 Inner Rot
- 2 In the Grip of Ambition
- 1 Ire of the East
- 1 Longing for the West
- 3 Lure of Nature
- 2 Twilight

RESOURCE ALLIES

- 1 Golum
- 1 Quickbeam
- 1 Beasts of the Wood

RESOURCE Factions

- 1 Beasts of the Wood
- 2 Hidden Haven

THE HUNT

- 1 Huntsman's Carb
- 1 Join the Hunt
- 2 Marvel's Told

THE OLD THRASH

- 2 Risky Blow
- 2 Smoke Rings
- 2 Weigh all Things to a Nicely

RESOURCE ITEMS

- 1 Bow of Alatar
- 1 Durin's Axe
- 1 Glamdring
- 1 Great-shield of Rohan
- 1 Orcrist
- 1 Wormbane

SIDEBOARD

- 1 A Friend or Three
- 2 Alone and Unadvised
- 1 Beasts of the Wood
- 1 Blind to the West
- 2 Corsairs of Umbar
- 1 Cruel Claw Perceived

DOORS OF NIGHT

- 1 Elf-song
- 1 Foolish Words
- 1 Guarded Haven
- 1 Gwaihir
- 1 Ire of the East
- 2 Nameless Thing
- 1 Oromi's Warders
- 1 Power Relinquished to Artifice
- 2 Searching Eye
- 1 Snaga-lai
- 1 The Great Hunt
- 1 The Will of the Ring
- 1 Twilight

SUBSTITUTIONS

- Wormbane → Sword of Gondolin
- Rare hazards → More corruption
- The Great Hunt → The Sun Unveiled
- Bow of Alatar → Bold Thrust





"Yes, Ma'am. We're the fastest and most reliable septic tank repair this side of Moria."

should be able to get Snaga-hai, and you only need to get one or the other into play. The same goes for allies, but don't play them with Alatar. If Alatar has an ally, he can't use his teleportation ability effectively.

Once Alatar starts wandering around, your opponent should bring out the Slayers and Assassins. This is where the fun begins. Slap down a Forewarned is Forearmed in response, kill it for the two marshallings points and laugh maniacally until they lock you up.

Join the Hunt is perhaps the most important card in the deck. Without it, everything except your killed creatures is worth one marshallings point. Never discard it, no matter how many Echoes of the Song your opponent plays on you. Next, be sure to sideboard in Oromë's Warders. Without it, you will likely waste your last turn getting all of your items and allies back into Alatar's company.

In case you hadn't noticed, the hazard half is an anti-fallen-wizard strategy. There are a couple of corruption and cancellation cards that specifically target fallen-wizards. The sideboard contains some hazards that depend on how many stage points the fallen-wizard has. Sideboard these in later in the game, especially after you've pumped up your opponent's stage points with In the Grip of Ambition.

If there isn't anything useful in the sideboard to cycle in with the Unexpected Outposts, recycle the stuff that is working against your opponent. If you are having trouble drawing a Doors of Night, you might use the first Outpost to get the third Doors from the sideboard.

In exchange for a little more power, the creatures have a slightly lower frequency of play than usual. Combined with Power Relinquished to Artifice, they can kill any fallen-wizard foolish—I mean, bold—enough to wander out of his wizard-haven.

The sideboard is mainly reactive against the obvious things: Corsairs of Umbar against coastal decks, A Friend or Three against corruption, more allies and factions if you need them, etc. My favorite is Alone and Unadvised, a special treat for those small annoying companies.

So forget stealth, forget hiding—go back to the good old days. Join the hunt and destroy the dregs of Middle-earth with your swords blazing.

Craig O'Brien has no byline, on the grounds he may incriminate himself. How foolish of him to think that fellow University of Rochester graduate Jeff Hannes would not reveal that Ichabod likes to wear a toupee and garter belt.

UP YOUR SLEEVE

FOREWARNED IS FOREARMED

Forewarned is Forearmed often is neglected because people mistakenly think of it as an avoidance card. Once it is in play, they realize they can no longer cancel the attacks it faces. This makes it rather unworkable for the typical scout and Concealment avoidance deck.

However, it can still be put to tremendous use. Because of trends in the current tournament scene, Forewarned is Forearmed has become a powerful meta-game card. Slayers—and Assassins especially—have become the staple of tournament hazard strategies. Many are also making great use of Nameless Thing. What all of these creatures have

in common is multiple attacks on the same character. Most companies can get a decent chance of defeating one attack, but the odds drop when trying to defeat two or three of them. Assassin's three attacks at eleven are so powerful, the card had to be given an extra marshallings point to keep it balanced.

In most decks, you will still want to cancel those attacks

some of the time. Therefore, keep Forewarned is Forearmed in your hand, and play it in response to an attack you know you can defeat. One attack at eleven prowess is not that hard to beat. Even with the attacker choosing the defending character, a Risky Blow can even the odds. Even your weakest characters then have a five or six prowess and a 50% or better chance of getting two marshallings points.

A good way to sucker an unwary opponent into playing these creatures is to move your wizard. With the high tournament points for killing a wizard, it is almost too tempting a target. But if you are prepared with Wizard's Fire, an Assassin becomes an automatic two marshallings points. Just be ready for that corruption check at -4, or your opponent will get the tournament points anyway.

Use Forewarned is Forearmed while you can. Like anything in the meta-game, it may become useless as the scene changes. If players start giving up two marshallings points every time they play an Assassin, they will start looking for alternative creatures. Also, the moving-wizard sucker ploy may also not work for long, as the Council of Lórien is looking over the tournament rules, and may change the way a wizard kill is handled. But in the meantime, go to town.

■ Craig O'Brien



FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY MIKE SEARLE

DEAD MAN'S HAND

THIS MONTH:
**LEARNING
TO FLY**

YOU CAN'T WIN.

Even with your help, Eugene T. Dudley, the world's worst Magic player, hasn't a prayer of winning. He's down to the last card in his library, an Ornithopter, which he knows thanks to shrewd deduction and process of elimination. (Even Eugene has his moments.) His opponent, Clyde "The Machine" Mangles, is more than happy just to sit back and gloat.

However, Eugene isn't fazed. Ever since he was a young tot, he's wanted to fly. Superhero, fighter jockey, astronaut—it didn't matter; just the thought of soaring up in the sky fired his imagination. Except, he can't even play Magic. How's he going to pilot a space shuttle?

So, instead, your job is to help Eugene get one creature to fly by the end of the turn. It can be a creature in play, a creature in hand, a creature anywhere, so long as you get one of those suckers airborne before turn's end—or before Eugene dies, whichever comes first.

KEEP IN MIND THE FOLLOWING:

- Both Eugene and his opponent, "The Machine," are at 23 life. Don't ask why.
- It is the beginning of Eugene's turn.
- Eugene only has one card left in his library—the lowly Ornithopter.
- The creature enchantment Cocoon is on the Phyrexian Walker. It has two counters on it.
- "The Machine" has played both Gravity Sphere and *Æther* Flash. Eugene's creatures weren't too happy about that.
- Landkill blew away Eugene's Islands several turns ago. Bummer.
- Eugene's played a Circle of Protection: Blue even though his opponent isn't playing blue. He thought he could use it to protect himself from counterspells.
- You have no idea why Eugene is playing with a Wood Elemental.



THIS MONTH'S DIFFICULTY RATING:

Chin Stroker									
--------------	--	--	--	--	--	--	--	--	--

LAST MONTH'S "NEW YEAR'S RESOLUTION" SOLUTION:

- Top all lands and Basalt Monolith for mana and sacrifice Black Lotus for three blue mana. (4 black, 4 blue, 2 red, 4 white and 3 colorless in pool.)
- Top Gustavo's Scepter and put Demonic Tutor under it.
- Spend six mana and put Jokulhaups on top of Ice Cauldron. (4 black, 4 blue, 3 colorless in pool.)
- Cast Twiddle to untop Ice Cauldron. (4 black, 3 blue, 3 colorless.)
- Cast Timehister. (4 black, 3 colorless.)
- Activate Lapis Lazuli Talisman to untop Gustavo's Scepter. (4 black.)
- Top Gustavo's Scepter to put Demonic Tutor in your hand.
- Top Ice Cauldron to cast Jokulhaups.
- Put Auspicious Ancestor and Drule in graveyard first, raising life to 42. Personal Incarnation then reduces life to 21.
- If you didn't draw the Feldon's Cone when you cast Timehister, cast Demonic Tutor to put Feldon's Cone into your hand. (2 black.)
- Cast Feldon's Cone and remove it from game to remove your graveyard from the game. (1 black.)
- Declare end of turn and take one point of mana burn. (20 life.)

LAND

Forest (x3)
Mountain (x2)
Plains
Swamp (x3)

HAND

Bog Imp
Ebony Charm
Fire Drake
Flight
Scryb Sprites

CARDS IN PLAY

Æther Flash
Circle of Protection: Blue
Cocoon
Gravity Sphere
Hokim, Loreweaver
Kysca Drake
Phyrexian Furnace
Phyrexian Walker
Rodjan Spirit
Rukh Egg
Soldevi Digger

GRAVEYARD

Chimeric Sphere
Elder Spawn
Great Wall
Island (x2)
Wood Elemental

LIBRARY

Ornithopter

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND: LEARNING TO FLY
C/O WIZARD PRESS
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10920-0118

The winner, randomly chosen from all correct entries, will snag a box of Tempest. All entries must be postmarked no later than January 30, 1998.

STUMPERS

FREQUENTLY ASKED QUESTIONS ON *MAGIC: THE GATHERING*

Q: Can I mill my opponent to death in one turn using Spirit Mirror and Altar of Dementia?

—Way too many people

A: No. *Spirit Mirror* follows the same rules as all phase abilities; it activates once and only once per upkeep.

Q: Does the colon in Vampiric Tutor (or Natural Order) mean it's pumpable?

—Alvin Soriano, Metro Manila, Philippines

A: No, it just means you pay that cost in addition to the casting cost. You can't pay more than once.

Q: If I cast Betrayal on a creature my opponent controls, then take the same creature with Control Magic, will I still be able to tap it to draw a card?

—Aaron Rehfield, Tigard, OR

A: No. As soon as you take control, *Betrayal* sees that it's on an illegal target and buries itself.

Q: What happens if I cast Teferi's Curse on my Lizard and then turn the Lizard into a creature enchantment?

—Jim E. Morrison, Morris, MN

A: *Teferi's Curse* says "Play only on an artifact or creature." This is a targeting requirement, so when the Lizard stops being a creature, *Teferi's Curse* buries itself just like the previous question's *Betrayal*.

Q: If my opponent Disenchant my Mystic Remora, do I get to draw a card?

—Dustin Lutomski, Woodstock, NY

A: Yes (unless he pays four mana). The Remora's ability triggers as soon as the Disenchantment becomes successfully cast, before anyone can respond and long before it resolves.

Q: My opponent casts Shahrazad and I play Divine Intervention in the sub-game. If there are no more counters on Divine Intervention, what happens and who loses life?

—Joseph Santos, Chicago, IL

A: The subgame ends in a draw, so both players lose half their life in the main game.

Q: When my Abyssal Gatekeeper dies, what if my opponent only has an Autumn Willow in play? Could/must he or she bury it?

—Adrian Schyga, Germany

A: Yes. *Abyssal Gatekeeper's* ability is not targeted, so *Autumn Willow* is a legal choice.

Q: If you have a Helm of Awakening out, can you bring a Crystal Rod or a Phyrexian Dreadnought out without mana and, if so, can it be countered?

—John E. Bell, Kailua, HI

A: Yes, and yes.

HUH?

Can you wipe out a race of Assembly Workers?



Q: Can I choose "artifact creatures" when I cast Extinction? What about something like Assembly Worker?

—Sal Muncio, Bronx, NY

A: No. Only creatures represented by summon cards have a creature type. Artifact creatures (unless converted from normal ones), land-creatures, and tokens do not have a creature type, so Extinction, An-Zerrin Ruins, and such can't affect them.

Q: If I have a Dauthi Ghoul and a Dauthi Horror in play and my opponent Earthquakes for one damage, does the Ghoul's effect happen or does it die?

—Bobby Katness, Anchorage, AK

A: Both creatures go to the graveyard at the same time. This triggers the Dauthi Ghoul's ability twice, but since it's already in the graveyard, both attempts to put counters on it fail.

Q: I have out a Castle, my opponent has out an Æther Flash, and I cast a Burning Shield Askari. He says it's dead; I say the

STUMPER OF THE MONTH

Q: I cast a *Wheel of Fortune* and, in response, I *Forked* it. I draw instants, interrupts, and mana sources. Can I cast any of these spell types before the second *Wheel of Fortune* starts resolving?

—CHARLIE MEYERS, CLIFTON HEIGHTS, PA

A: First a small correction. You can't *Fork* "in response" — you interrupt a spell with *Fork*. Now the answer: yes, all of them. A year ago, this wouldn't have worked; *Fork* used to add a copy of the spell to the batch, to resolve along with everything else in last-to-first order. This changed in March 1997. Now the copy created by *Fork* resolves when *Fork* resolves. You're still in the "being cast" stage of the original *Wheel of Fortune*, so you (and your opponent) can interrupt the *Wheel* again, or wait and respond to it.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

Castle saves it. Who's right?

—Ross Winner, Houston, TX

A: You are. When the damage resolves, the Askari is 2/4.



HUH?

Just how much like a Black Lotus is the Lotus Vale?

Q: Is it still legal to, without paying the sacrifice cost, tap mana from the Lotus Vale, before it hits the graveyard?

—Xavier Ryan Z. Singh,
Teacher's Village, Philippines

A: No. In December 1996 Wizards changed the rule. Comes-into-play payments are now treated much like upkeep costs: you can't activate any abilities of the card until you've fully resolved the effect.

Q: What happens if I cast Dregs of Sorrow targeting three of my opponent's creatures and he responds by destroying one of them with a Dark Banishing?

—Phillip Washington, Boise, ID

A: When it resolves, the other two creatures are destroyed and you draw three cards. As a general rule, if at least one of the targets of a multi-target spell is still legal when the spell resolves, it works. If all of the targets are illegal (or missing) when it resolves, then it will fizz (so the non-targeted parts don't resolve at all).

Q: I cast a Fireball, and my opponent prevents all damage using a Scars of the Veteran by discarding a Lightning Bolt after changing the color of the Bolt to white using Purelace. Is this legal?

—Eduardo Koji Sambuichi,
São Paulo, Brazil

A: Purelace can't change the color of a card in your hand. Then again, why bother facing the Bolt when you could just toss the Purelace?

Q: If I have a Timid Drake in play and summon a Shrieking Drake, can I count the Timid Drake as the creature that I must return to my hand?

—Roger Wallace, Grantville, KS

A: Yes. Both Drake abilities trigger at the same time, so you get to choose which to play first. Play the Shrieking Drake's ability first, and return the Timid Drake. Then the Timid Drake's ability fails.

Q: If I have an attacking Triskelion and I cast Bounty of the Hunt, putting all the +1/+1 counters on it, can I remove these counters as per the Triskelion's ability and pop three targets?

—Darren Stores, Logan, UT

A: No. Since Triskelion says "these counters" you can only use the counters it created.

Q: I cast a Vesuvan Doppelganger and copy a Whirling Dervish. The next turn can I change it to Protection from Green with a Sleight of Mind?

—Thomas Alberi & Daniel Cole,
Summit, NJ

A: Yes. The Doppelganger makes a copy of the text, which can be Sleighted and Hacked just like real text.

Q: Can I activate a Nurturing Lichid to turn it into an enchantment targeting itself?

—Chris Sullivan, Cottrell, NY

A: Yes, you can. However, once it resolves, it will find itself on an illegal target and bury itself. (See the trend here?)



HUH?

What happens when the Nurturing Lichid tries to nurture itself?

Q: If you tie a Dagger +1 to an end of a 5 1/2' pole, do you get a Spear +1 or just a Dagger +1 tied to the end of a stick?

—Brian McKay, Spokane, WA

A: We can't answer that until AD&D: The Gathering comes out.

CORRECTION: In issue #32, I said that the controller of a Forlysian Brigade gets to decide how the damage is dealt if your opponent blocks with a band. This is incorrect. The player controlling the banding creature decides how the Brigade's damage is dealt.

Beth Moursund has a Sword +1, +2 vs. Rules Lawyers.

NEW ADDRESS! Have a burning question that's driving you up the wall? Just drop us a line and we'll take your nerves. Email us at 10Stumpers@osu.com or write to:

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SPOTLIGHT

DUNE

EYE OF THE STORM

Q: The rules say that force may not be distributed to personas with assigned participants, unless those participants are also assigned sufficient force to vanquish them. Does this apply to charters and fiefs as well?

A: Yes.

Q: How do cards that add ranks to talents, such as Weirding Talent, affect a persona that does not have that talent?

A: It gives him that talent with a rank of one.

Q: Are there Imperial cards in boosters?

A: No. They're only available in starters.

Q: The Desert Rigged Ornithopter (among others) can transfer cards from holding to holding. Is this move an "unrestricted house interval" action, or is it a "tactic, engagement"? In other words, can the transfer be made after the declaration of a rite?

A: Desert Rigged Ornithopter's ability is considered an unrestricted action, and therefore cannot be used as a tactic. Only cards bearing the word "tactic" in bold lettering within the card operation produce "instant" effects.

Q: The Fremen seem to have a big problem — all their personas are Native.

A: Only Natives in the House deck require you to have an active desert to play. Natives from the Imperial Deck don't have that restriction.

Q: If I have four House Swordsmasters in play, can they all counter the same dueling rite?

A: No. Each could counter in turn, but you'd end up with four engaged Swordsmasters and only the last one would be the real target of the duel rite, and it would be the only one taking part in it.

Q: What do you do when someone puts down a Guard Commander and enough personnel and weapons to subdue your homeworld on turn one before you even get to go?

A: Start with more favor next game.

Need DUNE questions answered? You can send E-mail to DUNEInfo@frpg.com or give the guys at Last Unicorn Games a call at 717-221-1118.

HOUSE RULES

THE BEST IN MAGIC GAME VARIANTS

MagicTech

By Steve Zamborsky

What do you get when you cross a 20-ton robot with a Serra Angel? A really happy robot? Not quite. *Magic* and *BattleTech*, both the offspring of Richard Garfield, have a lot of similarities; it's only natural—much like chocolate and peanut butter—that the two should come together. So if you've wanted to get a feel for *BattleTech*, give it a road test with *MagicTech*, a variant that combines the best of both games.

OBJECT: The object of the game is to run your opponent out of cards. The main way to do this is to attack his library or "stockpile" with your creatures.

SETUP: You and your opponent will need standard *Magic* decks with the following adjustments: Your deck can be any size of 60 cards or less, and you can have six of any card in your deck instead of the normal four (except for basic lands, of course). Both players shuffle and draw five cards and decide by a fair means who goes first. The player who goes first only draws one card and can only deploy one card from his hand. Thereafter, each player draws two cards and has the opportunity to deploy two cards each turn.

RULES CHANGES: The rules for this variant are significantly different, as it uses mostly the rules from the *BattleTech* CCG. Here are some of the key changes:

- You do not attack your opponent directly. Instead, you attack his cards in play or his stockpile.
- You may attack as many times as you want during your turn, but all creatures become tapped after combat. If you can untap a creature, you can attack with it again.
- All spells must be deployed to the table (face-down) and paid for before they can be used.



The ultimate neck weapon: the long-distance body odor cannon.

TURN SEQUENCE

The game is played with standard *Magic* cards but uses standard *BattleTech* rules. If you're unfamiliar with how *BattleTech* is played, your turn is divided into five phases: untap, draw, upkeep, deploy and missions. Perform your untap, draw and upkeep phases as normal; note that your draw phase comes before your upkeep phase. During your deploy phase, you may play cards from your hand to the table. Except for the first player's first turn, each player can make two deployments per turn. To deploy a card, place it face down on the table. All cards must be deployed before they can be used, even instants. You may never play a card from your hand without deploying it first.

So how do you pay for cards? Just like normal during your deploy phase, you can tap your lands for mana. It can either be used to pay for activation costs of cards in play or to put counters on a face-down deployed card. Once a card has enough counters, you can cast it by turning it face-up. Note that a sorcery

can still only be revealed during your turn, while an instant can be revealed whenever you want. Lands are considered to have a cost of zero; you can deploy a land and immediately turn it face-up for use. You can deploy up to two lands per turn.

There are special rules governing spells requiring colored mana: If you have the appropriate basic land in play, you can ignore colored mana symbols, treating them as generic mana. If you do not have the right basic land in play, each colored mana symbol costs three generic mana. For example, let's say you're trying to activate a Serra Angel. If you've got a Plains in play, you only need five counters to activate the Angel. If you don't have a Plains, it'll cost you nine counters.

Also during your deploy phase, you can relocate activated creatures that began your turn in play. Creatures on patrol can be moved to guard specific cards, and creatures defending specific cards can be moved on patrol. You can protect your stockpile or any card you have in play, even those under con-

struction. Finally, revealed creatures remain in the deploy area until the end of your turn. Creatures with immunity to summoning sickness can go on patrol immediately (see below).

GOING TO BATTLE

After the deploy phase comes the missions phase, when you're able to attack your opponent's stuff. You can perform as many missions as you want, treating each as a separate attack. You can send more than one creature on one mission. Also, you can play any cards during a mission that could normally be played during an attack—i.e., instants, interrupts, etc. Note that you can attack with a creature, resolve that battle, then attack with another one or more if you wanted.

For resolving attacks, it's important to know that every permanent has attack, armor and structure values. A creature's attack value is determined by its power. Armor is how much damage a creature absorbs, decided by its toughness, and structure or the amount of damage to kill it is equal to its casting cost. A Giant Spider has an attack of two, an armor of four and a structure of four. Lands have no attack value and an armor and structure of three. All other permanents have no attack value and an armor and structure value each equal to their casting cost.

Each time damage is applied to a card, it is first applied to the card's armor value. Any excess is applied as structure damage; use counters to denote this. Creatures do not heal at the end of the turn; they can only have damage removed by healing spells or effects. Whenever a card has counters equal to or greater than its structure value, it is

destroyed. If you manage to damage your opponent's deck, he must discard one card from his deck for each point of damage it takes. At the end of a mission, all creatures involved become tapped.

Blocking works like this: Untapped creatures on patrol can block any attacking creatures they could normally block in a game of *Magic*—taking into account flying, landwalk, protection, etc. If an untapped creature is guarding a card, it can block any creature attacking that card, regardless of any evasion abilities the attacker has. However, a guarding creature can only block creatures attacking its card.

Lastly, the end phase. Place any creatures you've activated this turn on patrol. Don't worry about discarding; there's no hand-size limit.

KICKING BUTT

Ladies and gentlemen, that's it in a nutshell. The ultimate mix of *Magic* and *BattleTech*. Try out this variant and you'll see some new and interesting strategies develop—like how great a card Millstone can be. For those of you who play *Magic* and try out this variant, congratulations! You've just learned how to play *BattleTech*. If any questions should crop up, try and get your hands on a *BattleTech* rulebook; it's much more eloquent than I could ever be.

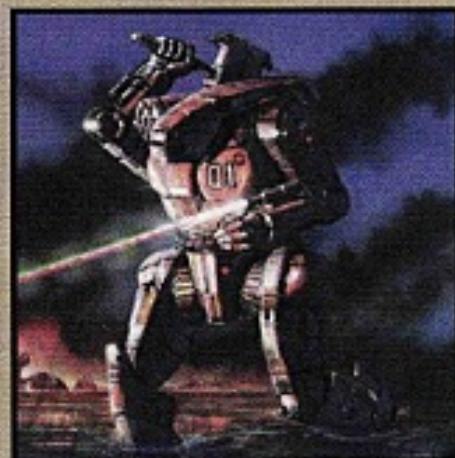
Oh, and keep plugging away at that stockpile. Eventually, you'll wear 'em down, soldier. Now, report to duty!

Steve Zaretsky will answer any questions about *MagicTech* at psar@jaws.com and will eagerly reveal to anyone interested his next "House Rules" variant: a mix of Super Deck and the Dr. Who CCGs called "Super Who?"

MECH IT UP

Here are some things you might encounter when playing this variant. If it's not resolved in the rules above or in this section, then use your best judgment.

- Every two damage dealt to a card under construction results in one mana counter removed from the card and the card is revealed. If the card has no counters and it is dealt damage, bury it.
- Any time a card or effect states, "Pay X life" or "Lose X life," scrap that number of cards instead, putting cards from the top of your library into your graveyard or scrapheap.
- Treat trample, rampage and first strike as you would when normally playing *Magic*. A creature with regeneration may pay its regeneration cost to remove one damage counter during your upkeep phase.
- For each point of life you gain, you may put the top card of your scrapheap/graveyard under the bottom of your stockpile/library.
- An untapped creature on patrol cannot be the target of an attack. Tapped creatures, however, can be.
- Ignore poison.



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TABLE LAYOUT

A. Stockpile: This is where you draw your cards from and what you're trying not to lose.

B. Scrapheap: Where all your discarded/buried cards go.

C. Cards in Command Post: All of your permanents, except creatures, go here.

D. Cards Under Construction: The intermediate step in "from hand to play."

E. Creatures On Patrol: These creatures are ready to kick butt.

F. Creatures Guarding Cards: Let's see a flier get past him.



CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS

BY RICHARD DANSKY

Don't Fear the Reaper



Characters die. It happens. Sometimes overwhelming odds drag a hero down ("Another 4000 trolls? Bring 'em on!"), sometimes it's incompetence ("I'm sure the neo-otyughs are friendly!") and sometimes it's just bad luck ("I rolled another 01. Is that bad?"). Regardless of cause, the fact remains that unless the GM takes an active hand, everyone eventually gets quality time with the bony guy holding the scythe. These can be difficult moments to GM; players don't want to let their favorite characters go, but unless the GM shows that characters can die, a game can rapidly spin out of control.

Mind you, most GMs don't want to kill characters. They don't want to make their friends angry, or to risk unbalancing PC parties by introducing new, relatively weak characters. So they remove the ultimate power—that of life and death—from their storytelling arsenal.

That's a mistake. Death can and should be an integral part of your game world—after all, everyone not named MacLeod dies in the end. Here are a few tips on handling character death in your game. Doing so is not easy, but it can be rewarding.

WHEN DEATH IS YOUR FRIEND

There are moments when having a character bite it can be a good thing for your game. When a character who's crossed too many boundaries pays—dramatically and publicly—for his actions, it serves as a warning to everyone else. Tweaking the king's nose in front of his court, calling a Nazgûl "Lardbutt" or sniffing a zombie and saying "Who died?" ought to get a character in trouble. If a character is doing something really stupid and doesn't heed your kind and gentle reminders to cut it out—the voices of the gods kvetching, the local Nosferatu enforcer providing a warning to behave at stakepoint—you should feel absolutely no compunctions about killing that character to make a point. The rest of the troupe will straighten up and fly right. After all, they've just discovered they're not immortal.

The death of a character can also serve as an important dramatic moment, rather than a form of discipline.

Eventually, your characters will be visiting this place.

Having a character throw himself into the Atomic Disintegrator Chamber in order to disable the nefarious device before it destroys the world can give that player a wonderful stage for some over-the-top roleplaying: "What I do, I do for all mankind! And...make sure they get my good side when they cast that statue..." A moment like that also allows a player to put a graceful end to a character of which he's grown tired.

Stretching your plot and worldview to make sure the characters survive no matter what can wreck your campaign in a trice. Much of the narrative tension of a story—and roleplaying games are stories—comes from the risks the characters assume, and the risk death provides about as much tension as most people can handle. If you make it clear to your characters that they're immortal, that risk of death is eliminated—unfortunately, so is any tension caused by that act of gambling a character's life. The story gets duller as does your game.

If a first-level fighter can walk into a dragon's den or insult the local lord without fear of death, he'll do so whenever he feels like it.

Furthermore, if a character's essentially immortal, what's to keep him from abusing his "protected" status and completely wrecking your plot? If a first-level fighter can walk into a dragon's den, insult the local lord and gamble with entities from the nethermost hells without fear of death, just because he's the hero, he's going to do so whenever he feels like it. And, to quote Monty Python, "Where's the pleasure in that?" Unrelenting success is dull.

DEAD CHARACTER, LIVE PLAYER

Not everyone likes having his favorite character waxed; by killing a character, you run the risk of making a player angry. Fortunately, there are ways to defuse or anticipate this kind of problem. Letting players know from the beginning that there's a chance characters will die, and reinforcing that knowledge with reminders along the way, is a good start. That way, no one can say "But you didn't tell us!"

If a character does die, discuss the impending need for funerary arrangements with the player beforehand if possible. It's also a good idea to sit down with the player behind the deceased and talk things out with her, explaining why the character's death was necessary and how you still want the player in your chronicle. Talk up the possibilities of her next character. And, if she's still too attached to the dead character to let go quite yet, you might want to consider allowing the dearly departed to hang around as a ghost, revenant, guardian angel or whatnot.

WHEN CHARACTERS KILL

GMs aren't the only ones with blood on their hands. Characters can and do kill enemies, innocent bystanders and sometimes even each other. The former is your concern as a GM. There's nothing wrong with the party littering the coun-

tryside with stiffs as long as there are consequences. Dead nobles tend to have vengeance-minded brothers, henchmen and friends. Kill a prosperous drug dealer, and those he owed money to or made money for will not be happy. Murder a priest and the entire Church comes howling for justice and blood. Getting away with murder should never be easy.

On the other hand, when one PC kills another, it can create entirely different problems. The worst is the "endless vendetta." A character dies at another's hands. The victim's player builds a new character whose sole purpose is to avenge the death first character's death, etc. and ad nauseam. Even if your players don't end up strangling each other, the game inevitably bogs down in an endless round of introductions, assassinations and funerals. That's the best-case scenario—worst-cases can reach the "Him or me" ultimatum stage.

If one character does slit another's throat, you have to make sure that relations between your players don't collapse as a result. It can be hard to preserve good feelings and good roleplaying in instances where the murder is a "mystery" as the victim may feel an urge to use out-of-game knowledge, but whatever bad blood develops has to stay between characters, not players.

OTHER WAYS TO GO

You shouldn't necessarily feel compelled to add random casualties to your game. If the body count gets too high, everyone builds up a tolerance to it— "What? ANOTHER corpse in the woodshed?"—and the impact of each death diminishes.

There are other tactics to use besides bringing down the final curtain. Injuring characters and putting them in the debt of others for their care can be amusing. Embarrassing someone in front of lovers, peers, social superiors and even the hired help can rein in a power-tripping character. Stripping characters of property, magic items, allies, powers or even body parts can work as well; it's hard to cop an attitude in the tavern when you're missing your magic rings, noble status and tongue. All of these techniques can teach valuable and non-fatal lessons that might prevent the necessity of killing a character down the road.

After all, you shouldn't be in any rush to kill off characters. Instead, you should view character death as just another tool with which you can create the best story possible. Don't fear being the reaper.

Richard Dansky is the minty fresh developer of Vampire: The Dark Ages for White Wolf. He's currently working on creating a roleplaying game based upon the songs of Blue Öyster Cult.



Photo courtesy of Everett Collection

Basic Dune training

So, you're broadening your CCG horizons to include a little desert scenery? Got the cards, read the rules, but still your eyes are glazed by blue-within-blue confusion? It's true, building a Dune deck is like shopping at Home Depot: "Toooo many choices." And with so many cards having very specific applications, it's not easy for the novice to assemble a deck he can handle without a forklift.

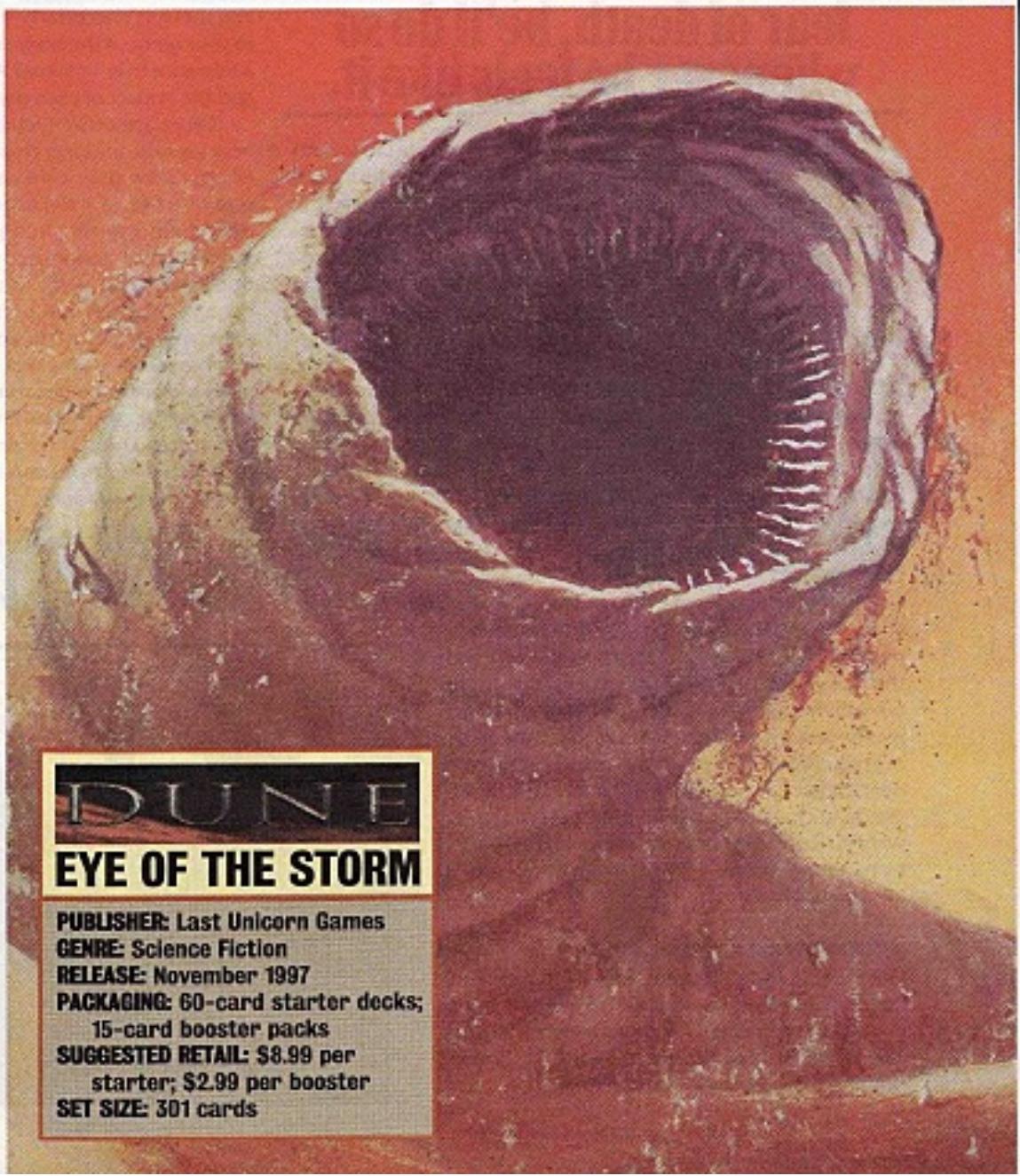
DECK CONSTRUCTION

CHOOSING A SPONSOR. In general, a strong deck will have cards with more than one allegiance simply because this provides a greater range of cards from which to choose. Select your sponsor based on the homeworld. Caladan, Giedi Prime and Kaitain are simple solari-producers. On the one hand, the homeworlds aren't too interesting; on the other hand, you get to choose from powerhouses like Thufir Hawat and Count Hasimir Fenring. These houses have a well-rounded mix of allies with talents in all rites.

The Forbidden Zone, homeworld of the Fremen, is great because it can be deployed simultaneously with Dune. It's nice to go on getting solaris from your homeworld and have Dune, but frankly, the Fremen allies won't thrill you unless you have a dueling deck in mind. The Guild homeworld, Tupile, may not be declared the target of a battle—of course, since not one Guild ally has the battle talent, you will need that kind of protection. Tupile and Wallach IX are both good choices for no-desert strategies since they help you with more than just blandly producing cash, but you'll definitely need allies and charters of a secondary allegiance to bolster your deck if you choose either of those two.

HOUSE PROFILE. Your choice of sponsor affects your game plan here significantly. Take the Corrino homeworld, Kaitain. Although it has a high command rank, its resistance

**SIMPLE STRATEGIES
and DECK DESIGNS
for BEGINNERS** by rachel barth



DUNE EYE OF THE STORM

PUBLISHER: Last Unicorn Games

GENRE: Science Fiction

RELEASE: November 1997

PACKAGING: 60-card starter decks;
15-card booster packs

SUGGESTED RETAIL: \$8.99 per
starter; \$2.99 per booster

SET SIZE: 301 cards

is five. You want to go first if you have this homeworld. A Guard Commander with an attached Atreides Battalion could subdue Kaitain, and this is an inexpensive combo which might easily appear out of the first hand. Don't take the chance of having your homeworld subdued before you even begin your turn; use four free points to give your house profile extra favor and spend the last point on a solari.

On the other hand, if you are playing Harkonnen, Giedi Prime has a resistance of six. It's much harder to get six points of force together without a battle-talented ally such as Stilgar so you are a little safer going second with a stronger homeworld. And then there's Tupile—in such a case, spend all five free points on solari or possibly buy a spice.

HOLDINGS. Be sure to include plenty of charters of different sorts—especially those charters which have your sponsor's allegiance—in order to duck the uniqueness problem as much as possible. It is worthwhile to successfully petition for a charter or two very early in the game because you don't want to be dependent only on your homeworld for solari. Regarding spice-producing deserts: Be generous. You don't want to be stuck without spice. It's not extreme in a spice-production deck to include one of every desert. Even a single desert can win you the game.

If you do decide to go with a no-desert game, include extra money-makers instead. My favorite charter, no matter what strategy the deck may be, is Spotter Control. One solari is earned per spice produced by any desert holding or Spice Blow event, and it works even if already engaged. You just can't beat that!

ALLIES. By and large, these guys are big pop-up targets. Don't make them the linchpin of your game plan—it's way too easy to disable any one ally through repeated dueling or intrigue rites. You may simply be out-bid before you can ever deploy an ally. Worse yet, if your opponent has the same sponsor, he might successfully deploy his

allies before you ever draw yours, completely messing up your plans—so don't hang your hopes on one big guy. Instead, use your allies to deliver the occasional massive blow.

The big exceptions here, as usual, are the Bene Gesserit and the Guild. The high weirding talent of a Reverend Mother like Gaius Helen Mohiam or the prescience talent of Oberon cannot easily be replaced with an aide. If your strategy is more depen-



The slow blade penetrates the shield...but the quick one lets you survive in New York City.

dent on specific allies, then use Informal Induction ventures to avoid the whole petitioning process, but be ready to defend like crazy once your rival sees your strategy, or you are doomed. Of course, with that high prescience talent, I bet you already knew that.

AIDES. Aides are the meat and potatoes of your deck. Following the premise that you might never actually get your allies out, your aides must be able to deploy most—if not all—of your ventures and initiate most of your rites. Since the four main talent types have aides with a talent rank of three, this shouldn't be a problem. However, prescience and weirding aides are definitely weaker; decks focusing around these talents will need more enhancements to take up the slack.

Definitely include four aides in the talent category on which you've chosen to focus and two from the other categories for countering and minor flank harassment action. Whatever your strategy, include at least one each of Guard Commander, House Swordsman, House Agent and CHOAM Delegate for the purpose of countering attacks. If you don't want to waste space on

Card Anatomy

- A. Name: Take a wild guess.
- B. Deployment Cost: How much it costs to—oh, you know.
- C. Talent Rank: Tells you what this puppy can do, and how much force he applies while doin' it.
- D. Command Rank: Controls how many personnel may be assigned to this card.
- E. Resistance: How bad a pounding he can take.
- F. Flavor: Cumin with a smoky aftertaste of cardamom.
- G. Card Text: Special abilities and such.
- H. Description: Is it an aide? An event? Personnel? Find out here!
- I. Allegiance: What house this fellow belongs to, if any.



Basic training

this, make sure you always go first because a canny rival's first move will be to engage as many of your charters and deserts as he can, and if you can't counter, you'll have to suck it up with a grin.

PERSONNEL. Personnel are like thumbs; you don't think about them much until you have to do without them. Battle personnel are especially important for defending key cities and deserts. After all, you don't want to be defenseless just because your Guard Commander was taken down in a duel so attach a couple of battalions to your Minor Erg and breathe a little easier.

Use arbitration and intrigue personnel as per your strategy—plentifully for offense and sparingly for defense. Pay attention to the command ranks of your aides and allies; it's no use loading up on personnel only to have nowhere to stick 'em.

EVENTS. Events can form the heart of your strategy. If you aren't planning on using Dune itself much, try buying spice to push up the CROE, then deploying Imperial Reprimand. Or use events defensively; let cards like Armistice Treaty and Landsraad Inquest enforce peace for you. Save an Imperial Fete up your sleeve to stymie your opponent at the last minute.

To use events this way, however, it is necessary to be first in the rankings; pay attention to favor if you choose this strategy. If you have chosen a "no-desert strategy," try the delightfully



And then the Oven-Mitt alien said, "We come to serve man."

cheesy combination of CHOAM Restructuring and Production Bonus and watch the spice pile up.

The nicest thing about events is that they're free to deploy from your hand—just smack 'em down on the table—and yet their effects can be nearly unstoppable because they're so powerful. The only downside is the time element: you have to wait for them to collect deferment tokens which removes some direct control from you. However, you can overcome that to a degree by playing either Oberon or Sister Ramallo.

VENTURES AND TACTICS. On whatever primary rite you choose to focus, you'll want to deliver multiple attacks per turn. Ventures are the key to this. This is slightly less important in a deck which focuses on dueling or intrigue, but if you've chosen battle or arbitration, stock up at the venture booth.

Every talent has good ventures from which to select, and there are plenty of ventures which have no talent requirement as well. Offensive ventures such as House Atomics or Provoke Insurgency put your high-talent allies to good use. Watch your opponent scream with fury when you play Unprecedented Intervention. Use Exchange Proxy to buy more Spice at that crucial moment.

Tactics are your only chance to strike back during your opponent's house interval so choose them carefully. Cards like Vanish Without Trace and Aborted Raid make your opponent's ventures go away. Give your personnel Surprise with Diplomatic Initiative or Surprise Assault. You can select tactics to work with your rites: Famous Battle Account for battle decks, Poisoned Blade for duelers and so on. Or go with non-talent based, generally annoying tactics such as Security Sweep, False Diversion and Production Setbacks—all guaranteed to mess up your rival's plans.

ENHANCEMENTS AND EQUIPMENT. With a Bene Gesserit deck, enhancements are especially important. Be sure to use Prescience and TruthSayer; however, any deck can benefit from a few carefully chosen extras. Think carefully about what will most enhance your game: A Lasgun for extra battle force or perhaps a Command Center for increased mobil-

Playing Field



A. House Deck: Your personnel, aides, ventures, events and such.

B. House Discard: Where they go when you're done with 'em.

C. Imperial Deck: Includes your allies and your holdings.

D. Imperial Discard: Where they go when they're offed.

E. Assembly: The allies and holdings you have available for petitioning this turn.

F. Homeworld: You start with this card in play. Gives your money and shows where your primary allegiance lies.

G. Dunes: When you're ready to make the trip, you can pay the

cost to deploy Dune and subdue your homeworld.

H. Holdings: Your fiefs and charters. Tap, er, engage them to show that you've used 'em.

I. Allies and Aides: They can't really protect your stuff, but they sure are good at subduing your opponent's cards.

J. Personnel: Attach 'em to your allies, fiefs, etc. to make them stronger.

K. Guild Hoard: Where you keep the spice for sale to all players.

L. CROE: This die shows the CHOAM rate of exchange, based on the amount of spice in the Guild Hoard.

ity? You could try the offensive potential of Poison Gas Tooth or the defensive use of Secret Allegiance.

PLAY STRATEGIES

Dune doesn't usually reward those who select the brute-force approach; it lacks finesse and is easily foiled. Like real life, this game is kinder to those who learn to manipulate money and timing. You have a lot of different tools at your fingertips in *Dune*. Spend some time exploring them.

It's often a good idea to go second for the first interval or two, allowing your opponent to reveal his plans while you keep a low profile. Then, generate favor to take the lead and unpack a can of whup-ass from under your Jubba Cloak. Don't let your Homeworld become vulnerable during this time, however.

Explore strategies which don't offer opponents much of a target for rites; for example, Oberon with a High Steersman on him may not be targeted by dueling or intrigue. How about a strategy based around events, featuring few aides or allies? Use plenty of bastions and tactics to defend your holdings. Unless your opponent is strong in arbitration, there's almost no target there.

The primary strategy to remember is this: Show no mercy—the Baron wouldn't want you to. If you go first and get the chance to engage or, better yet, subdue your opponent's homeworld, do it with all guns blazing. Sometimes, that's all the advantage you need to keep him down permanently. Sure, it's unsportsmanlike. But this is war!

Also, before you declare your interval finished, look over your hand. Is there anything at all left you could do? Arrakis does not reward restraint towards the enemy. A typical *Dune* game is less than eight intervals—if you have something up your sleeve, fish it out right away.

SUGAR AND SPICE

There's no doubt that becoming proficient in the world of *Dune* takes quite a bit of effort, but the more you experiment, the more you'll get a feel for how to win consistently. If you have access to all of the Houses, try playing each of them before settling on your favorite. It'll help you figure out the best way to cripple your opponents. With enough practice, you'll discover just how sweet victory can be.

the deck

WELCOME TO DUNE—WATCH YOUR BACK

The goal of this deck is simple: Take control of *Dune* as soon as possible, and then trample any who would oppose you. Executing the strategy isn't as simple, but here are some tips:

- Use a house profile that emphasizes *solaris* over favor. It's not that important for you to go first. Let your opponent spend her dough, then do everything you can to get two things: a cash cow like *Carthag* and any Spice-producing desert. Don't be afraid to bid high; it will pay off for you.
- Spend money freely to get *Dune* early in the game. Don't hold back a *solari* because this deck is much better with *Dune*. In particular, Imperial Favor depends on being Governor of *Dune*.
- By the end of the second turn, you'll probably be broke. But you should have a clue by this time as to your rival's strategy. Devote your aides' and allies' attacks killing off his key personnel. Try and subdue at least one every turn, using *Twilight Assault* to get in that extra kick in the nuts.
- Last but not least, *CHOAM Restructuring* is an important part of this deck. Always use it to create more spice in the Guild Heard. Then, deploy Imperial Favor and buy spice like it's goin' outta style.

Ingredients

IMPERIAL DECK

HOMeworld

Giedi Prime

ALLIES

Gauvir Mucca

Jareh Benqualt

Liscia Thierese

Piter de Vries

HOLDINGS

Arakeen

Carthag

Dune

Harkonnen Industries

Imperial Basin

The Minor Erg

The Open Bled

Smuggler Bribes

Spacing Industries

Suspensor Technologies

HOUSE DECK

AIDES

1 Choam Delegate

2 Guard Commander

2 House Agent

2 House Mental

1 House Swordsman

PERSONNEL

4 Assassin Cohort

4 CHOAM League

2 House Battalion

4 Landsraad Coalition

2 Sardaukar Battalion

TACTICS

3 Petitioning Tithe

3 Witness Testimonial

VENTURES

3 Implicate Traitor

4 Stranglehold

2 Terrorism

4 Twilight Assault

EVENTS

3 CHOAM Restructuring

2 Imperial Favor

EQUIPMENT

3 Spice Harvester



Rachel Barth spends most of her day deploying Diaper Fortifications to her target Heir persona, Mahdi Jack.

CONTEST

Frank Frazetta
Fantasy Illustrated
presents the:

"CREATE A COOL CARD" CONTEST



FRANK FRAZETTA
FANTASY
ILLUSTRATED

70 IN QUEST 34

Joe Jusko, one of the hottest fantasy artists around—he's painted Tarzan, Conan and Vampirella to name just a few—is creating his own world. The first story set in that world is titled "The Last Ride of T.J. Hackett" and will debut in the new *Frank Frazetta Fantasy Illustrated* #1 in stores this February.

So what do you got to do? Just use Joe's painting on the previous page and create a card playable in your favorite CCC. Any CCC—*Magic*, *Star Wars*, heck, even *Spellfire*. It's that easy! Send it to us and if you've created one of the spiffiest cards you'll win...

FRANK FRAZETTA FANTASY ILLUSTRATED

This month's contest is sponsored by *Frank Frazetta Fantasy Illustrated* and when Frank paints, people look.

Fill this out, attach your entry and put it in an envelope. Send to: "Create A Cool Card" Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. Deadline is February 27, 1998.

ILLUSTRATIONS OF THE LAW

As perhaphs necessary. Contest is open to anyone except employees of Wizard Press or *Frank Frazetta Fantasy Illustrated*. Print your name, date of birth, address, city, state, zip and telephone number, with envelope on the official entry form in a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "Create A Cool Card" Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy, or even hand print, this entry form before filling it out. If you don't want to mess up your magazine, All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules herein. All entries must be received at contest headquarters by February 27, 1998. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality and creativity by Wizard Press. Winning entries will be selected on or about March 13, 1998.

For a list of winners, available after March 13, 1998, send a self-addressed stamped envelope to: "Create A Cool Card" Contest Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

GRAND PRIZE (1):

One lucky Jusko junkie will win an original painting by Joe Jusko created just for this contest! Warning: Win at your own risk! Some would kill for this prize!

FIRST PRIZE (15):

Fifteen Frank-o-philes will receive a copy of *Frank Frazetta Fantasy Illustrated* #1 signed by Joe Jusko, Richard Corben, Tony Daniel, Joseph Linsner, David Mack and Wendy Pini.

ENTRY FORM

"CREATE A COOL CARD" CONTEST

DEADLINE IS
FEBRUARY 27, 1998



Name _____

Age _____

Address _____

City _____

State _____ Zip _____

Phone Number (with area code) _____

Brave New

By Dan Joyce and the *InQuest* staff

Worlds

How to build an **RPG**
planet from the ground up

You are GOD.

At least, you're a god when it comes to designing your roleplaying world. So what do you do? Base your campaign on Earth? Lame. Base your campaign on an existing world like *Dune's* Arrakis or *The Hobbit's* Middle-earth? No way. You've got to come up with something original. Lucky for you, *InQuest* has done some homework.

We've examined a variety of backdrops and prepared a step-by-step guide to shaping your own world. Like that infamous device abused in "Star Trek II: Wrath of Khan," let your imagination burn across the surface of that barren planet over there, remaking it in your image. It's Genesis time...



Step 1: Creation

Start with your initial idea. It could be a bizarre climate, like a place of continuous rain, or a race of aliens who experience reality through a different sense than humans. Take the idea and run with it. Ask yourself some "what ifs" to take your concept to the next level. What creatures live in a setting of continuous rain? How does eternal flooding alter the "survival of the fittest" rule? What civilizations will develop in a world of storms and mud?

Just keep brainstorming, one idea into the next, and you'll eventually shape your world. It may be helpful to make an "idea tree" which lists everything a character encounters on a daily basis or links legendary events which form your world's history. However your approach, spend some time thinking about how everything is interconnected.

Don't go overboard, though. Less is more here. If you throw loads of weird facts about your world at your

Your world starts with a single idea—whether it's the idea of a cold, dying landscape or aliens who have developed an eighth sense.

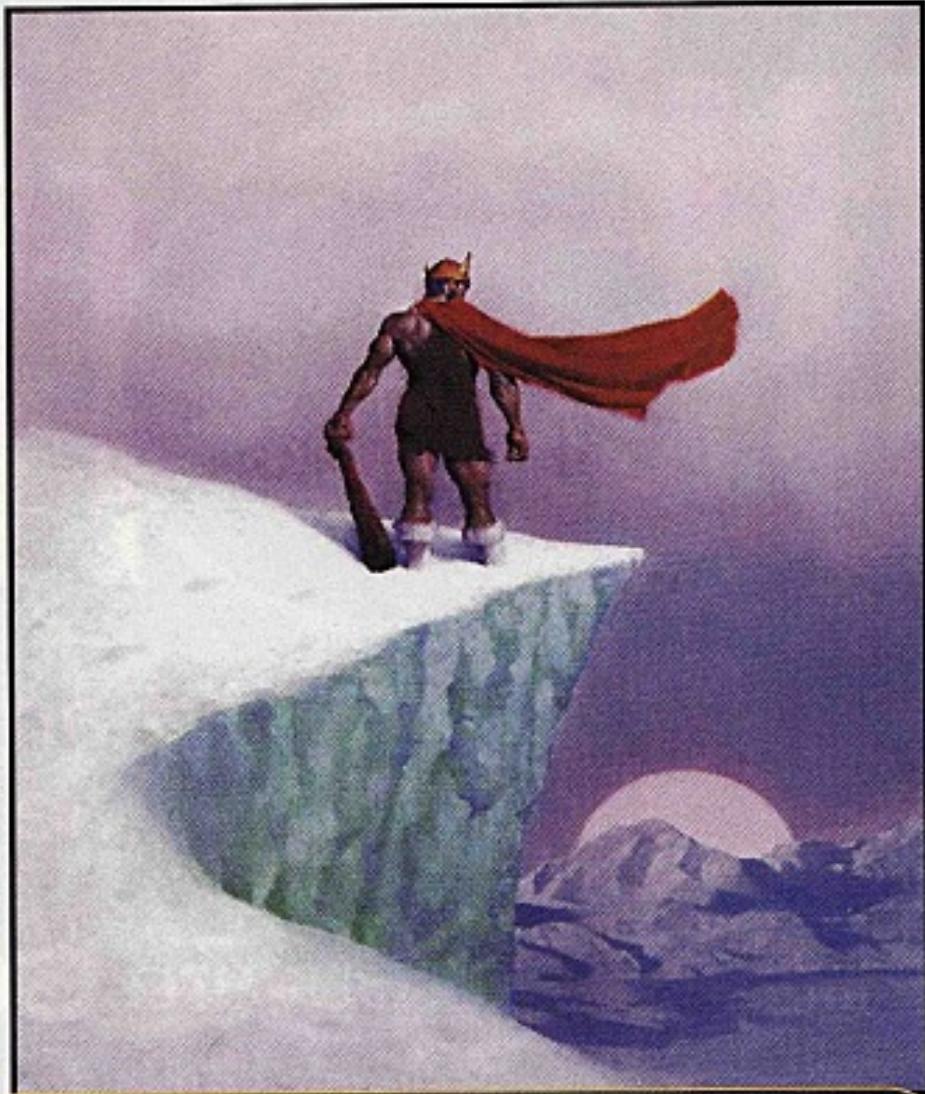
players, it won't sink in. Write up as much background as you like to familiarize yourself with the world, but one or two key ideas is enough for your players. Decide there's almost no metal on the world, as in TSR's *Dark Sun* world; that there are active volcanoes on all the archipelagoes of a waterworld; or that the soil is so poor that plant life is carnivorous. Just as every world has its core, your original idea should be a blueprint from which a further landscape is built.

Step 2: Foundation

After brainstorming a string of ideas, you have to ask yourself what the purpose of your world is. Settings are like non-player characters: some are merely innkeepers who move the plot along, a few have backgrounds as clear and well-rounded as the player characters because they appear repeatedly and are linked to the story. How long will the players be on

your world and what will they be doing there? If they're only refueling for a hyperspace jump, do a thumbnail sketch. If it's their home, you want detail—but even that only needs to extend as far as their transport can take them. On a low-tech world, don't worry about what's beyond that first continent until the characters have a way to get there.

This doesn't mean it's ever enough to just label a planet "ice world" or "desert world." When you're roleplaying NPCs, you give them distinguishing features, something the players will remember. Whether it's Elric of Melniboné's albino skin or Benedict of Amber's missing arm, that one feature sticks in your mind. Worlds are the same. Give the players something to latch onto with their imagination, one or two descriptive characteristics that they will forever associate with your world—like the gritty, urban high-tech of William Gibson's Sprawl or the majestic, floating cities of Bespin in



"The Empire Strikes Back." Again, let stories spring from the questions these images raise.

However, be sure to give your setting a consistent role; no matter how devoted players become to a world, they won't ignore contradictions. Is it a bread-basket society for a nearby totally urban planet, a mining world, a military outpost, a colony, a trading center, an abandoned world, what? If it's a military outpost, for instance, there are going to be lasting effects on population (small, suited for battle) and environment (entire sections of the planet could be cleared for bases); however, a military world would not necessarily be devoid of intelligent life unless the mystery of what happened to them is part of the story you're telling.

Step 3: Realism

How "real" your world seems depends on how well you know and handle the genre of your choice. Fantasy land-

scapes can be mythical and ignore everything we know about astrophysics; science fiction settings need to make a nod toward science.

It's simple to begin creation of a fantasy world. Just take a myth and work the story into your planet's history. Science may exist, but should always compete with or be overshadowed by magic and the supernatural. Look at Terry Pratchett's Discworld: It's clearly mad, with the disc of the world carried on the back of a giant turtle. However, it's painted in such detail—right down to the birds that catch fish spilling out over the "Rimfall" at the edge of the disc; you're prepared to accept its validity. Tolkien's Middle-earth is no more scientific; it was created by the Song of Eru, and Mala spirits carry the sun and moon across the sky. Anything is possible in fantasy, but remember: You still have to make the mystic and impossible seem believable. This is accomplished through the details and the effects these details have on your world's inhabitants.

Science-fiction realms need to be more plausible, but don't sweat it. Decide on your concept first and then worry about the scientific basis. For Helliconia, Brian Aldiss wanted a world where the seasons were hundreds of earth years long. To accomplish this, he placed Helliconia and its weak sun in a 5,000 year orbit around a much bigger sun. Great stuff! But you can bet that he had to do some research to make the setting scientifically plausible. This kind of detail makes your creation more vivid than a mere earth-clone because there's a fundamental difference, an overshadowing characteristic, always present to remind people that this is an alien world. While the key to fantasy is making the unbelievable and fantastic believable, the key to science-fiction is the science.

Step 4: Geography

Geography starts with terrain. You should always draw a map of your planet; it helps you visualize where places are in



Every world has technology; not every world has magic. Have your civilizations advanced beyond the Computer Age or are they crawling through the Stone Age?

relationship to others and provides a game aid to players wondering what exotic locale they've landed in this time. Remember: You're not bound to use one kind of terrain. In fact, geography is rarely the same all around a planet; even "Waterworld" had land. Mapping doesn't demand you be a great cartographer. Draw it spontaneously—continent here, mountains there, settlements there. Most things can be explained. Science-fiction worlds, however, ask a bit more; terrain should be placed in a less arbitrary manner. There should be a scientific reason behind that huge lake you've placed in the middle of the desert, but feel free to make incredible jumps in logic and coincidence to accommodate your ideas and plots.

Fortunately, there are several map-making programs out there to aid you in world creation. *Campaign Cartographer* may be the best—check with your local retailer, on the web at www.profantasy.com or order at 1-800-841-1487.

Step 5: Environment

After you've created a working map, environment comes into play. The environment is to a gamemaster what a backdrop is to a film director. Pick something that suits the stories you and your players will be telling. The desolation of Mordor in "Lord of the Rings" makes Frodo and Sam's journey grimmer than ever since it contrasts sharply with the safe, rolling green hills of the Shire.

Make the environment memorable but not with clichés like the "mountain of doom" or the "forest of darkness." Names frequently create a history for your regions, so strive for something distinct. Tolkien was a linguist and he used his knowledge to create the separate and distinct languages of his races, and the names that shaped Middle-earth sprang from them. In turn, these languages delivered a sense of the peoples and places; elvish names were soft and noble, dwarfish names were rough, etc.

Weather plays a major role as well. The hellish storms and bleak surroundings of the prison planet in "Alien 3" make the alien-in-our-midst scenario worse; there's nowhere to run. Just as your mood may alter in popsicle-melting heat or sleet-spattering cold, whole societies change based on the climate. Factor these things into your creation and pay attention to your details; your race of liquid sentients shouldn't be holed up in an arctic zone



Make your environment memorable—a city inside a magical vortex stands out over the standard "walled city."

unless their frozen state has something to do with your stories.

Step 6: Population

A habitable planet doesn't have to be "earth standard." The further you get from earth's environment, the weirder life is likely to get; David Brin's magnetovores in *Sundiver* are swirling masses of energy that live in the sun. However, radical differences don't have to be visibly obvious. In Mary Gentle's *Golden Witchbreed*, the human protagonist assumes the Orthians are like her because they look similar; they're actually descended from bird-like lizards, not apes. The fact that they look similar but act different makes them more alien because they confound expectations.

For most of the occupants of your world, pick some kind of over-arching principle—like "nothing but insects" or "only photosynthesizers"—and translate earth animals into new ones that have the same role but look different. For instance, on your double gravity world you might have a six-legged ankylosaur-type animal that's basically a cow. For those in the know, apply some good, old-fashioned physics to the forms and you'll add a more realistic texture to your new aliens.

Focus your attention on creating two or three widespread aliens in depth—perhaps one sentient race and two non-sentient. On Hoth in "The Empire Strikes Back," you only get to see two creatures: tauntauns (non-sentient) and wampas (semi-sentient). Do you care? No. What matters is what they do.

Any kind of behavior, animal or sentient, is tricky to "invent." Your best bet is to use some kind of template. Base your animal or your culture on some real-world equivalent, then change the obvious. Players might assume they're observing an honor-bound society like Japan's because they see someone fall on his sword, but maybe the choice is suicide or death by torture.

The point about an alien society is that it truly is alien. What is their culture like? What are their customs? Do they dress distinctly or worship outlandish gods? Your goal is to expose your players to a life they could never have imagined before. (See "Strangers in a Strange Land" in *InQuest* #30 for more on creating aliens.)

Step 7: Technology/Magic

While your animal races will have adapted to suit their environment, your sentient race will have adapted the

environment to suit itself. The extent to which it has done so is its tech level. Is it stone age, iron, industrial, information, planet-hopping? Decide where your world is in several areas such as transport, medicine, weaponry, power and communication. Cultures may be well advanced in some areas and deficient in others; in Harry Harrison's *West of Eden*, biotechnology is cutting edge while everything else is in the dark age.

The level of technology will affect the environment of the world, but it usually won't radically change the people using it. They'll keep their old behavior patterns. A pacifist race will use its technology in peaceful ways and if a psychotic race gets better weapons, it will commit destruction on a bigger scale. In David Brin's *The Uplift War*, a carnivorous race, newly raised to sentience, commits genocide on a planetary scale.

Keep in mind that technological development isn't the same as intelligence. In *Golden Witchweed*, the Orthian society isn't pre-industrial as it appears but post-industrial. They've rejected technology because of the destruction it's wrought in the past.

All societies will be at one level of technology or another, but not everyone will use magic; it only pops up in fantasy worlds. If you're using magic, tie it in to the general atmosphere of your world. What is its look and feel? How does it work? What are the effects? Magic isn't physics and will vary widely. Tolkien's subtle, indirect magic is different from Moorcock's magic of demons and elementals which is different from the flashy Arabian magic of *A Thousand and One Nights*.

Step 8: Politics

Having at least one group of outsiders interested in your world is a good thing—whether gods, demons, aliens or just neighbors. It makes your setting a stage for conflict, which is what RPGs are all about. If the world's not important for its resources, then politics can make it important. Endor of "Return of the Jedi" is a dull little world enlivened by the fact that

the Empire is here in force; its location is strategically important. On the other hand, Arrakis is crucial because of what it possesses, spice. If there's something of value in your world—and there always should be—it will undoubtedly create conflict between one or more parties.

Gods are trickier to handle than ordinary outsiders because there are so many clichés about them; all off-the-shelf RPG campaigns give you Underworld God, Water God, etc. It's not necessarily bad to have a pseudo-Greek or pseudo-Norse pantheon of gods, but unless you're going to develop them, they get pretty dull. For something different, try monotheism with plenty of schisms, or use druidism or shamanism as a central fixture rather than a bolt-on accessory.

Whatever you do, remember that religion is rarely just a hobby. It affects the way people perceive the world and the way they act upon that perception, from missionaries to jihads. Their creation myths are real to them, whether or not they really happened. In higher tech environments, science may oust religion; we can safely assume that *Star Trek's* Borg have no spirituality. Always consider that a society's value system will be vastly different whether they accept religion or forgo it.

Step 9: Evolution

Finally, you'll always have to perform maintenance on your world. You'll want to add more as time passes, and the world will naturally expand as your role-players explore further. If you're interested in a particular pursuit more than others—say you like zoology and want to describe the ecosphere in detail—then go ahead. Take notes when ideas spring to mind or as you create things on the fly for the PCs to discover. Later, after the adventure is over, go back and fill in particulars on the mysterious city to the north or the feeding rituals of the new alien carnivores. You are the creator, after all, and that's one thing you'll never stop being.

Don Joyce wants to know why, if space is a vacuum, it hasn't sucked up all the planets yet. InQuest just thinks it sucks.

WORLD CREATION

Here's a sample idea we followed through on to create a new world:

Step 1: Creation. The idea of a world forever in daylight sprang to mind. We called the world "Noon" and brainstormed from there—what does that mean to the environment and races? How do they survive?

Step 2: Foundation. What's the planet for? Several planet-based scenarios in a science-fiction campaign—partly to make the players doubt that their expansionist civilization is such a good thing. Noon has species that will challenge the colonization of the players. Its environment will prove to be a tremendous obstacle.

Step 3: Realism. We threw in some hard-core details to make the world feel real. Noon is the second planet out from an old red sun. It has no moon. The planet keeps the same face to the sun at all times, so one side is eternally in sunlight with vast deserts, the other eternally dark with unbroken regions of tundra and glaciers. There is no day and night. Gravity is maintained by a super-dense planetary core.

Step 4: Geography. Besides the normal settlements and terrain, "hotspots" on our map denote areas of intense heat from continual exposure to the sun. Nothing survives in these spots.

Step 5: Environment. Especially along the equator, Noon has a surprisingly large percentage of water. There are three large land masses, one in the Dark, and two in the Light—one of which is largely radioactive thanks to a big bomb. The oceans of the Dark are mostly iced over, and there's ice around the terminator and at the poles. The Light side is steaming jungle.

Step 6: Population. The sentient race is a seal-like hairless biped which has a vaguely Eskimo or Polynesian-like lifestyle. These "selkies" are entirely carnivorous, have dog-like faces and webbed hands and feet; they swim well. They have sonar but weak vision. In huge "ice rigger" catamarans that sail over ice-fields or water, the selkies follow the migration of vast kraken-like sea creatures, which spawn in the Dark. They can track the kraken under the ice via their sonar and will harpoon them through holes in it.

Step 7: Technology/Magic. The selkies are still at a hunter/gatherer stage, though they're capable of building great ships and effective pre-gunsight weapons. Humans have brought enormous solar panels to light exploratory routes into the Dark. These are often damaged by the wild Selkies in their ice riggers.

Step 8: Politics. Noon is a human military outpost and was the scene of an entirely human war some years ago. Lately, humans have discovered mineral deposits in the Dark. Their presence threatens the way of life of the selkies—pollution is killing the krill that feed the kraken. Many selkies now live in shanty towns and work for humans.

Step 9: Evolution. The story, of course, continues. Humans and selkies are on the brink of war. The kraken are dying. And what exactly is Noon's military outpost set up for? As adventures flourish, your world will evolve.

Heirs

By Michael Mikaelian



to the Empire

Harness the Force with 10 new cards from *Shadows of the Empire* and other Star Wars spin-offs.

You've seen the "Star Wars" trilogy 47 times. You own a complete set of the *Star Wars Customizable Card Game* and you can recite the text of every card by memory. You think you know Star Wars? Well, there's more to George Lucas' universe than the movies.

In the past five years, there has been a surge of new "Star Wars" properties—novels, comic books, toys, video games—about everything but new films. The best of these Lucas-film-sanctioned spin-offs are Timothy Zahn's "Thrawn

Trilogy," the multi-media adventure *Shadows of the Empire* and Dark Horse Comics' *X-Wing: Rogue Squadron* series. Scattered throughout these tales are some of the most heroic and vile characters and wonderful technology only hinted at in the film trilogy.

It's only a matter of time before the *Star Wars CCG* catches up to these adventures. When they do, here's what we think the best cards will look like...

Prince Xizor

SOURCE: *Shadows of the Empire*

Xizor is the leader of the Block Sun criminal organization, one of the most powerful controlling influences in the galaxy. Always hungry for power, Xizor made his resources available to Emperor Palpatine before his death. In an effort to replace Darth Vader as the Emperor's right-hand man, Xizor attempted to assassinate Luke Skywalker before Vader could bring him before the dark Jedi Master.

Xizor is a powerful character with excellent martial arts skills, but his true strength shows when he is surrounded by those who serve him—whether they know it or not. His information network allows him to generate extra Force, protect allied spies from discovery and prevent impostors from penetrating the ranks.

Although the Light side can take advantage of Xizor's rivalry with Vader with interrupts like *Usurping The Dark Lord*, keeping the two apart is the best way to deny that advantage. In a deck full of spies and bounty hunters, Prince Xizor is a no-brainer.

Interior of the Jedi photo: TM & © LucasFilm Ltd. Courtesy of Foto-Festivities. Star Wars™ & © LucasFilm Ltd. All rights from the Star Wars CCG are the property of Decipher, Ltd.



Guri

SOURCE: *Shadows of the Empire*

Beautiful and deadly, Guri is Xizor's right-hand woman. She is Xizor's top advisor and bodyguard, and she performs both tasks with ruthless efficiency.

As a Humanoid-Replica Droid, Guri passes for human in almost every respect. She's so inconspicuous that the Light side can't even attack her if there's no presence at her location on the Dark side! Perhaps Guri's best function is as a bodyguard—if Xizor is defending a battle, you can deploy her for free and then forfeit her to cancel all the attrition your opponent throws at you. If Xizor was alone, your opponent probably expected you to have no battle destiny—surprise! Guri is an excellent foil to all the destiny-adding interrupts the Light side has at their disposal.

Guri's destiny is 0, but she's still worth playing. Even though she doesn't block Force drains, she has some of the advantages of an undercover spy and none of the drawbacks.



Star Wars © 1996 Lucasfilm Ltd.



Star Wars © 1996 Lucasfilm Ltd.

Dash Rendar

SOURCE: *Shadows of the Empire*

A mercenary with no love for the empire, Dash holds the almighty credit above all else. He's not averse to sticking it to the Empire when there's money to be had by it. At first glance, Dash seems to be merely a substitute for Han in a story where Han is, well, on ice. The truth is they're completely different.

Even though Dash's weapon game text is free to use, it doesn't extend to other destiny like Han's. He's one less ability, but can fly just about anything. Best of all, he can appear out of nowhere when your opponent least expects it—provided he's got a ride.

Dash isn't that different from many Rebel pilots, except he's not vulnerable to Scanning Crew. His major drawback is his inability to add power to a capital starship.

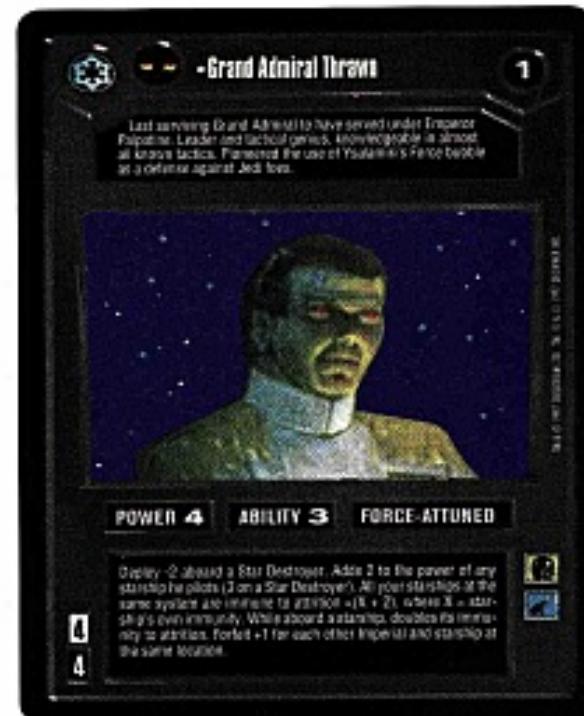
If the Dark side manages to capture one of your big characters, and Dash can rescue them before they're delivered to a prison, the utimi effect Rescue Mission lets you retrieve +3 Force if you target him and he's present when you free your character.

Grand Admiral Thrawn

SOURCE: "The Thrawn Trilogy" (Star Wars: *Dark Force Rising*, *The Last Command*)

The last of 12 Grand Admirals and the highest-ranked non-human in the Imperial Navy, Thrawn returned from the Unknown Regions too late to prevent the Emperor's death at Endor. Until then, the New Republic was unaware of his existence, and little is known about him. One thing is certain, though: His ability to command the Empire is legendary. When deployed among a fleet of starships, your Imperial Navy becomes nigh-invulnerable. If Thrawn is aboard a Star Destroyer, it gains immunity to attrition of least <4>. Thrawn's tactical brilliance shows not only in his game text, but is also evident when you play Cultural Appreciation, negating all game text and ability of one alien race for the remainder of the turn.

Even when at a site, he still provides a hefty forfeit value, making him useful both in space- and ground-based decks. When combined with E-3PO and 4-LDM, he counts as both an alien and an Imperial, giving you +1 power twice!



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The Next Wave in Science Fiction

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**BABYLON
5
RETURNS**

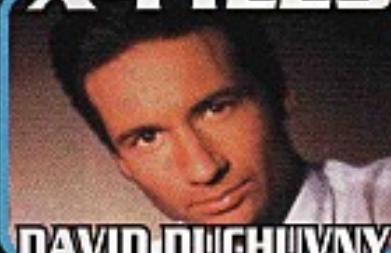
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WINTER SPECIAL ON SALE IN JANUARY

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Mara Jade

SOURCE: "The Thrawn Trilogy"

Formerly the Emperor's Hand, this version of Mara represents her abilities unaugmented by the Emperor's existence. Though free of the Dark side's embrace, she is still susceptible to the Emperor's will, as is evident by her game text.

With a destiny of 4 and a forfeit of 6, it's not difficult to imagine Mara showing up in most Light side decks. Those who fear the possibility of the Emperor being played may shy away from using her, but until then she gives the Light side quite an advantage.

Mara's major drawback comes into play when the Dark side plays both the Emperor and The Emperor's Hand, converting Mara to the Dark side. Since she loses 2 power when Palpatine hits the table, it's easy for the Dark side to convert her. The simplest solution is to play Unexpected Ally to cross Mara back to the Light side when the Emperor leaves play, even if she's in your Lost Pile!



Artwork by Valerio La Malfa © 2004 Lucasfilm Ltd. & Lucasfilm Ltd.

Spaarti Cylinder

0

Artifact used to create clones from a genetic sample. Hidden by the Emperor in Mount Tantis on Wayland and safeguarded by the most clone of Jedi Master Jorus C'baati. Used to create an army of Separatists to swell the ranks of Thrawn's forces.



EFFECT

Use 4 Force to deploy on your side of the table. When a non-droid character is lost, forfeited or removed from game, use 3 Force to place that character in Spaarti Cylinder instead and lose Force equal to the character's ability. Holds 1 'genetic sample' at a time. You may then 'clone' this character. OR If no 'genetic samples' in Spaarti Cylinder, 'clone' one captive present.

Spaarti Cylinder

SOURCE: "The Thrawn Trilogy"

What can be better than using your opponent's characters against them? With the new Cloning rules, that's become a reality. Even though Spaarti Cylinder is more efficient when the clone is deployed at Mount Tantis, hopping a quick transport with Ellis Helrot brings them right back into the action.

The best part about cloning a character is that your opponent doesn't get his character card back. Even though it has no game text except immunity to attrition, your opponent can't use cards like Return Of A Jedi to get the character out of his Lost Pile.

One drawback to cloning is that the clone doesn't count towards that character's uniqueness—your opponent can deploy the same persona if she has a copy of them. Also, Cellular Degeneration can be nasty, causing you to lose a Force at the end of your turn for each clone you have in play.

Spaarti Cylinder © 2004 Lucasfilm Ltd. & Lucasfilm Ltd.

Dreadnaught

SOURCE: "The Thrawn Trilogy"

These giant assault cruisers are severely outdated, but the New Republic Navy can use every starship they can get. One of their benefits, however, is that the retrofitted design allows them to act as troop transports, aiding your forces in ground battles.

Though it doesn't forfeit for as much as a Corellian Corvette, the Dreadnaught makes up for its shortcomings several ways—its destiny 2, power 6 and its ability to reduce deployment and shuffling costs for cards like Rebel Commandos and Snowspeeders.

If you don't feel lucky, you might want to think twice about playing with these ancient starships. One bad hand of Cloud City Sabacc, and your opponent will have the beginnings of his own 'lost fleet.'



Artwork by Michael K. Wren © 2004 Lucasfilm Ltd.

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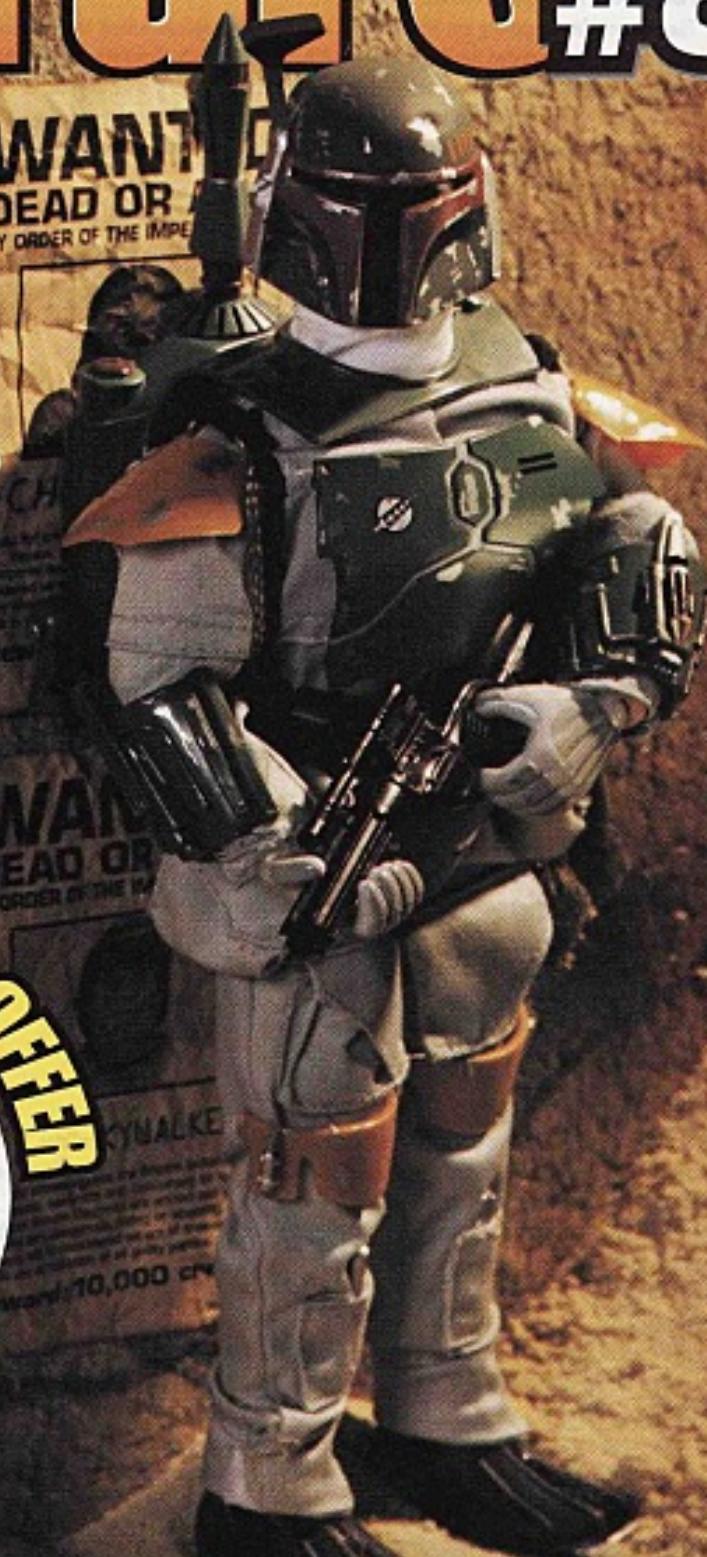
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and Nowhere Else!



ON SALE IN FEBRUARY

Ysalamir

SOURCE: "The Thrawn Trilogy"

These 'furry snakes with legs' are pretty innocuous creatures—they don't attack and they don't move. However, their inherent ability to negate the Force is not to be ignored. Alone, the Ysalamiri pose little threat. When you build a deck around them, they can be quite devastating. If you can cancel the Force generation at all the sites of one system, you can scatter your troops and drain, albeit without any Force drain bonuses.

The first problem is getting the little buggers off their trees without killing them. Luckily, Imperial scientists have created the Ysalamir Backpack, a device which allows you to carry them around, negating gametext, Force generation and force drain bonuses almost anywhere.

Because the Ysalamiri have a greater effect in groups, two or three of them can nullify almost all the sites of one system! You might want to consider playing them in a 'weenie' deck, reducing the effect they have on your characters.



Volume 10 © 2001 LucasArts.



Corran Horn Art © 2001 LucasArts.

Interdictor-class Cruiser

SOURCE: X-Wing: Rogue Squadron Series

One of the Empire's best defenses against the Rebellion's guerrilla tactics is the Interdictor. It traps enemy starships in realspace, where other vessels, such as Imperial and Victory Star Destroyers, can engage them without the option of retreating.

Instead of torpedoes and turbolasers, the Interdictor mounts four gravity well projectors. When activated, starships at the same system cannot use their hyperspace—plus, any starship moving past this parsec is pulled out of hyperspace unless another system with the same parsec number is in play.

Gravity well projectors are prone to electrical overload caused by ion blasts. An ion cannon hit will turn off an interdiction field, and as long as the Interdictor is affected by the ion hit, it can't be turned back on.

Fortunately for the Light side, there are ways around an interdiction field besides scoring an ion hit. I Know A Shortcut allows a starship to ignore an interdiction field, at the small risk of being smashed into a fine powder.

While working into the use boxes of the interdictor, Michael McNaughton was plagued by visions of hot chocolate in space. No jokes were harmed in the making of this feature.

Corran Horn

SOURCE: X-Wing: Rogue Squadron Series

Originally an officer in CorSec, the Corellian Security Force, Corran Horn resigned, left Corellia and joined the Alliance. Already an accomplished X-Wing pilot, Corran underwent training as one of the first members of the newly re-formed Rogue Squadron. The plan was to use the spirit of Rogue Squadron as a psychological as well as tactical weapon against the remaining Imperial forces.

Corran is an incredible pilot, able to deploy in any starfighter even if it normally only has a permanent pilot. On an X-Wing, he effectively doubles its power, and always draws one battle decision at a system or sector.

When deployed on his own X-Wing it becomes immune to attrition <5. If you add Whistler, its power goes from 6 to 9, and its maneuver becomes B. Besides his exploits in space, Corran proves too hard for the Dark side to keep prisoner. He's such a resourceful warrior that he always manages to escape.



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WIZARD

#79

MARVEL
comics

ASCENSION

COVER BY
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& **BATT**

SILVER SURFER

1/2

X-MEN

COVER BY
**CHRIS
BACHALO**

FREE
WildStorm
Joe Madureira
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COMIC BOOK!

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MISSING IN ACTION

GAMES THAT NEVER ESCAPED THE TRENCHES

BY ALLEN VARNEY

"Probe the outer reaches of modern horror in Gary Gygax's *Unhallowed RPG*!"

Mark Rein-Hagen's new "*Exile* is a moody, cultured, stylish space opera... with a hard science-fiction edge and a touch of the supernatural."

"A miniatures system that works with you instead of against you! *Hot Lead* lets you use any figures—from fantasy skeletal troops to far-future warriors. *Hot Lead*—the only miniatures system for the '90s!"

Sound cool? Can't wait to play? Well, join the game—the waiting game, that is. Publishers announced these potential blockbusters years ago, but you still won't find them on the shelves. Will you ever? That's what *InQuest* aimed to find out.



The Plan: Vampire designer Mark Rein-Hagen had incomparably ambitious plans for this science-fantasy RPG. Fostered by the Null Foundation, a non-profit offshoot of Rein-Hagen's White Wolf Game Studio, *Exile* would have drawn in designers via an Internet newsgroup, spun off new companies, and become a multi-media entity. The game cast players as exiles from Diadar, the paradisiacal capital of a highly stratified galactic Hegemony. Sent from the Inner Worlds into the wild and unknown Grange beyond, you would face mutated Exotics, Artifex robots, immortal Viragos, influential Cognate clone families and the dangers of stardiving. But don't panic, you had an Ulster spacesuit, described as "black leather fetish gear."

How Far It Got: Thirteen designers and two artists cranked out a lot of stuff. Rein-Hagen ran high-profile demos at GenCon 1996, giving away draft rules to all participants. The Null Foundation's lavish Web site offered rules, background and Rein-Hagen's autobiographical ruminations. *Exile* drew him back into roleplaying after a two-year hiatus, he said. "It's going to be the best work I've ever done, and if everyone hates it, it'll ruin my life."

What Happened? Well, not the Null Foundation. Rein-Hagen and White Wolf had a terminal falling-out, though they have not yet officially split. Rein-Hagen took back *Exile*, and White Wolf replaced it with Andrew Bates's *Trinity* (formerly known as *Æon*), a different SF game published in October 1997. The Null Web site hasn't been updated since November 1996.

Future? Rein-Hagen is shopping *Exile* around to other game companies, but no one has yet met his asking price.

M.I.A.

Note from *InQuest* Dogger: Paul Slade



InQuest's cover this month would have been the Elric card in Chaosium's *Eternal Champion* CCG.

7

The Military Order
and The Economic Order
COMPANY: WOTC
TO BE PUBLISHED: 1991

The Plan: Few Magic fans today realize that WotC started as a roleplaying company. Its first product, president Peter Adkison's generic campaign supplement *The Primal Order*, was a rules expansion showing how to run deities in any fantasy RPG. The six young, starry-eyed part-timers who ran Wizards promised a line of follow-up products, all usable with a wide range of RPGs. *The Military Order* would offer a mass-combat system and ways to enhance the armed forces in any campaign; *The Economic Order* would give campaign worlds a realistic financial underpinning.

How Far It Got: Apparently only rough notes exist. *Primal Order's* support line of half a dozen adventures, sample pantheons and sourcebooks kept Adkison busy for some time, and then Richard Garfield brought him this card game...

What Happened? Magic happened. **Future?** Even though Wizards has bought TSR, nobody has talked about resurrecting *The Primal Order* and sequels. Which would you rather publish, an okay-selling caps system game or a Magic expansion?

PRESUMED DEAD

Unhallowed
COMPANY: GDW
TO BE PUBLISHED: 1992

The Plan: Like Chaosium's Elric roleplaying game, the *Eternal Champion* card game was to be licensed from Michael Moorcock's novel cycle about a hero—Elric, Corum, Dorian Hawkmoon, Jerry Cornelius, et al.—reborn into many different ages and settings. Designer Charlie Krank planned to include many incarnations in the basic game: "You couldn't assume a sequence of releases after the first." Highlighting the essential elements of Moorcock's stories, the design would have emphasized "exploring the world, going between planes, using the personalities and things present in the stories—artifacts, magic." Like Krank's *Mythos*, "It was definitely a storytelling-style game."

How Far It Got: "I was making up decks to test ideas," says Krank, though many important points never got settled. In one version of the design, you had a card like the *Mythos* Investigator cards, showing one incarnation of the eternal champion and, on the reverse, his companion. "If your champion died, you'd turn it over and play the companion until you got to a refuge."

What Happened? "We never got much response from Moorcock's agent," Krank says, and the instability of today's CCG market didn't help. "I'm not sure that collectible is the best way to go with a Moorcock game."

Future? "We've had inquiries from people who are interested in [funding] the game. It depends on how the card market works out."

UNDER FIRE

Gygax and Dave Newton wrote *Mythus* as a rush job from Gygax's notes and the *Unhallowed* draft.

What Happened? TSR sued GDW and Gygax's company Trigee over *Mythus*, claiming copyright infringement and various other sins. As part of the settlement, TSR purchased all rights to the game and all published material, then killed the line. "*Unhallowed* would have to be rewritten to another game system now, or else published by Wizards of the Coast," says Gygax. "I am sorry that it didn't see publication because it was a great game. McCulley is an excellent designer and author. A shame his work hasn't been seen."

Future? Gygax says the authors would "happily" negotiate with Wizards to get *Unhallowed* published.

M.I.A.

Dark Age: The Brood
COMPANY: FPG
TO BE PUBLISHED: 1992

The Plan: The *Dark Age* CCG was conceptualized as three stand-alone games that could be played against each other. *The Brood* was to be the second release, a follow-up to *Dark Age: Feudal Lords*.

How Far It Got: All the card art and text was complete. Only rules editing remained to complete the project.

What Happened? Publisher FPG ran into financial difficulties just as CCGs had saturated the market to the point where only games with a huge established fan base were making money. It was



A card from the never-released *Dark Age* CCG expansion *The Brood*.

too risky under those circumstances to release the game.

Future? The designers have been negotiating to turn *Dark Age* into a role-playing game. Further releases in the CCG series are highly unlikely. If it's any consolation, Brom fans can see some of *The Brood* card art in his new book *Darkwerks*.

M.I.A.



The Plan: Inspired hilarity that set every gamer chuckling when he heard the idea, *FRUP* (the pronunciation of FRP—fantasy roleplaying) was set in a fantasy world where three gigantic books fall from the sky. The people read the books and discover "they describe a world much like Frup, but a perfect world, in which everybody knows their place and their role... Because, according to these books, everybody in this ideal world has a character class. And a level. And attributes. And an alignment... After 2,000 years Frup has become a world in which everybody is firmly convinced they are characters from the <REDACTED> game." (That's what it says, "<REDACTED>".)

How Far It Got: *FRUP* designer James Wallis says, "About two thirds of it is written: Almost all the background sections and some color fiction, plus a lot of development notes and background. All the interior art is finished." Previews appeared in Hogshead's promotional

brochures and in the late British gaming magazine *arcane*. One adventure, *Second Edition FRUP*, was to tell what happens when three more great books fall from the sky.

What Happened? Hogshead got shafted big time by a couple of large game distributors," says Wallis, and so "I had to lay off all the company's staff except for myself." Wallis then became preoccupied by Hogshead's license to publish new and reissued Games Workshop Warhammer Fantasy Roleplay supplements.

Future? Wallis says *FRUP* is "on hold at the moment, mostly because everything at Hogshead has been on hold except wading through paperwork for about the last 2.5 years."

UNDER FIRE



The Plan: In 1991, Steve Jackson announced he was designing a universal miniatures system that would work in all settings, just as his GURPS rules did in roleplaying. With the basic rules and a series of worldbooks, players of *Hot Lead* could pit fantasy warriors against power-armor soldiers, Napoleonic troops against Ogre cybertanks, etc.

How Far It Got: A draft of the medieval combat rules went to playtesters. Meanwhile, a big promotional campaign started; editor Loyd Blankenship wrote *Space Knights*, the space-opera setting that would kick off *Hot Lead*; and Ral Partha released a fine series of Space Knight miniatures. Yet Jackson never got the Lead out.

What Happened? SJG Managing Editor Scott Haring says, "Playtest comments pointed out lots of things that needed to be fixed. Steve sort of lost enthusiasm for the project and moved on to other things." Without an accompanying system, the miniatures line died.

Future? Jackson says, "It is nowhere on our 1998 or later schedule, [but] I have absolutely not decided to drop it. I hope someday I'll be able to dust off the last version of the rules, get back up to speed on it, and start solving that last batch of problems. And hope it is the last batch."

M.I.A.



Brom's work was to be prominently featured in *The Brood* expansion.



Cards based on the *Doom* video game were never made. So we made up our own.



The Plan: Starting as a mega-popular, mega-violent computer game, id Software's *Doom* could have become Chaosium's second trading card game after *Mythos* via the good offices of Sandy Petersen, longtime Chaosium staffer—he designed *Call of Cthulhu*—and now a level designer at id. Chaosium card guru Charlie Krank wondered how to adapt the fast-moving killfest to cards. "How do you entertain computer-game fans when the card game takes a lot more personal investment?" He planned to explore more of the world outside the game.

How Far It Got: "I started making notes, setting up boundaries and parameters—just preliminary design considerations," says Krank. "Sometimes the most interesting projects are the tough ones. [But] it became quickly clear that this wasn't going to work out."

What Happened? id wanted too much money. But "equally important was the risk of not satisfying the potential audience."

Future? Chaosium won't do the *Doom* card game. Someone else could, but "I think the time has probably come and gone. I wish it was a bit easier to sell these things," Krank says wistfully.

PRESUMED DEAD

Freelancer Allen Varney (APVarney@aol.com) is M.I.A. as we go to press.

TREASURE CHEST

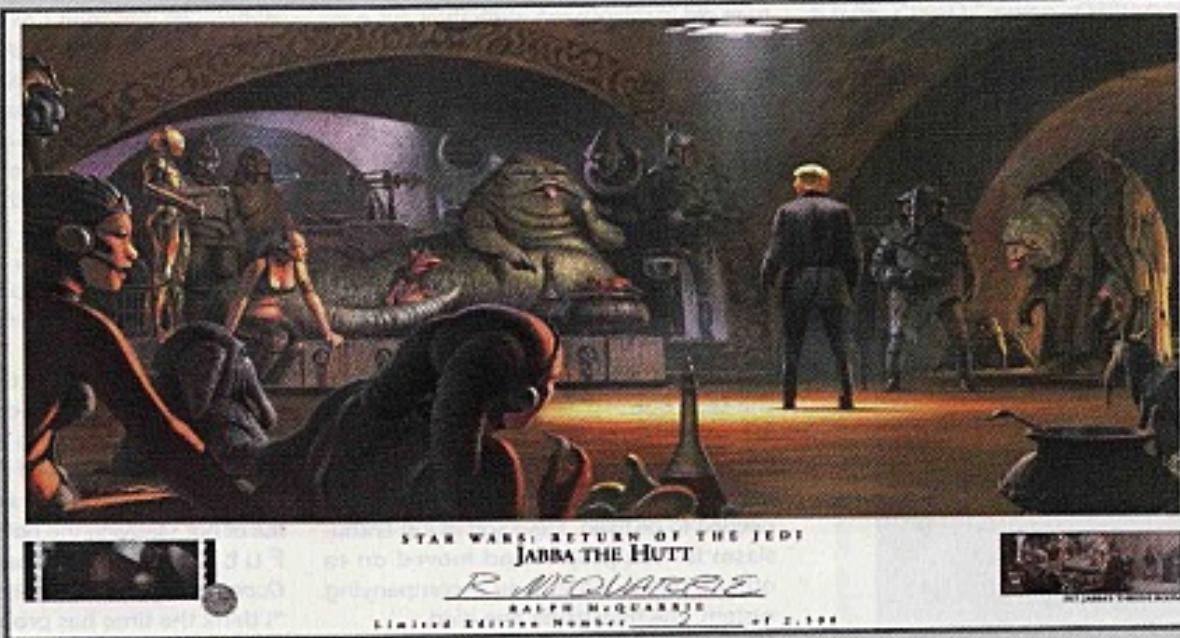
BY SEAN MELVILLE
& RICK MOSCATELLO

THE COOLEST GAMING-RELATED MERCHANDISE AROUND

LITHEN UP!

Willits Design has added another item to the already long list of "must-haves" for "Star Wars" fans. Check out the four new lithographs they're offering—they're definitely the cat's meow (or is that the Wookiee's roar?).

You can get one of four scenes from "Return of the Jedi": Jabba the Hutt, the Death Star Main Reactor, the Rancor Pit or the Speeder Bike Chase. Each 18-by-12 inch lithograph comes with a unique active film cel from the scene—press the little button and light up the cel in all the glory George Lucas can muster! How can anyone pass up the opportunity to own a piece of film history for a measly 199 bucks? With 50-year-old Bugs Bunny and Mickey Mouse cels selling for thousands of dollars, these lithographs are both investments and classy wall decor. Imperial operators are standing by at 1-800-358-9184.



One of 2,500 framed Jabba the Hutt lithographs available from Willits Designs

Games Workshop's Bretonnians ready to charge



IT'S A PARTY—A HUNTING PARTY!

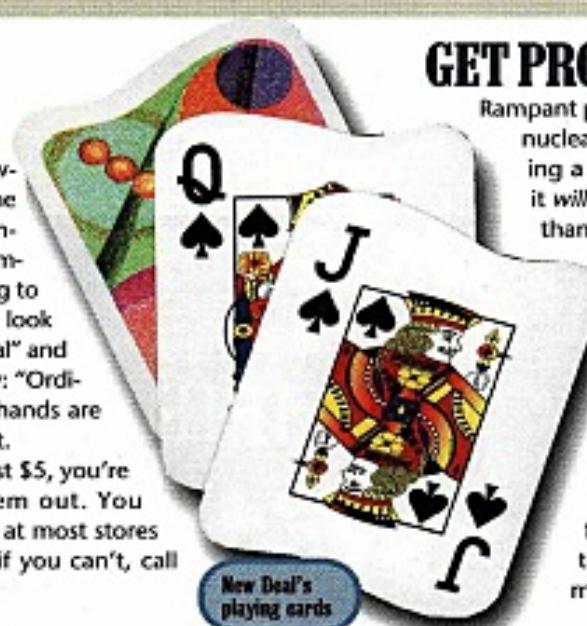
Games Workshop's latest campaign deals with a series of battles between the Bretonnians (with their awesome knights) and the Wood Elves (with archers galore). If slapping around pointy-eared fairies is your cup of tea, you'll wanna rush out and pick up the Bretonnian Hunting Party. This army-in-a-box has 20 Bretonnians (11 mounted) ready to do your bidding. A force this size will set you back \$100 but, if you enjoy elf-bashing, that's a small price to pay. Under *Warhammer Fantasy Battles* rules, this is about a 500-point army and makes an excellent core if you're looking to start a new army.

Games Workshop's mail order department can be reached toll-free at 800-394-4263.

ANOTHER "NEW DEAL"

In a classic case of form following function, designers at The New Deal Playing Card Company have developed ergonomically shaped cards. According to them, these cards don't just look different, they're more "natural" and comfortable to hold. They say: "Ordinary cards are square. Your hands are not." Hard to argue with that.

Since a deck retails for just \$5, you're not risking much to try 'em out. You should be able to find these at most stores that sell playing cards, but if you can't, call 888-2NU-DEAL.



SOLE COMMAND

Westwood Studios takes their popular *Command and Conquer* series in a new direction with their latest, *Command and Conquer Sole Survivor*. While everyone else's games feature more units, more buildings, more realism and more of everything else, *Sole Survivor* reduces online gaming to the basic destruction of *Doom*. Each player starts with one, count it, one unit. There's no base-building, so what you start with is what you get.

What makes this fun? Well, you can play online with up to 49 other players in an internet slugfest, racing to get those all-important crates that mean the difference between glorious victory and humiliating defeat. *Sole Survivor's* low price (\$30) and late release (scheduled Dec. 13) might get it overlooked in the holiday crush of computer games, but if you're looking for simple mayhem, you can't go wrong with Westwood. Call 1-888-843-2661 to get yours.

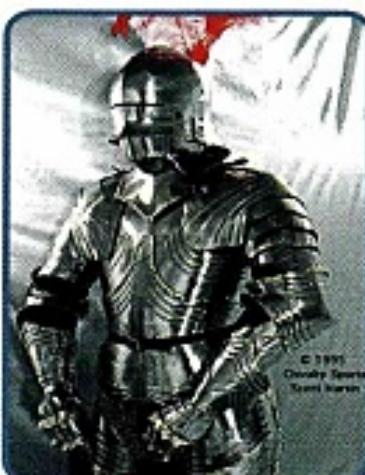
GET PROTECTION

Rampant pollution, drive-by shootings, designer viruses and nuclear apocalypse are all threats to modern man. Owning a suit of armor won't help against any of this, but it will put you one step closer to dying with more toys than anyone else. If that is one of your lifelong goals, Chivalry Sports will happily custom-build a suit of armor to your specifications.

Since people sizes vary widely, so does the cost for a full suit of armor worthy of a typical knight, but be prepared to part with around \$2,000. If you have that kinda loot in your treasury, call them at 1-800-730-5464. Provide your measurements and soon you too will have your very own 15th century tuxedo! If you're looking for something less extravagant, you can check out their web page at www.renstore.com for more metalwear ideas.



© 1996 Chivalry Sports
Terry Martin

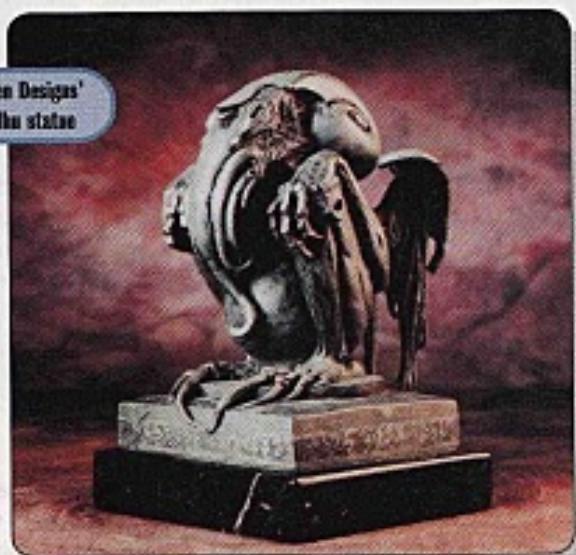


Chivalry Sports' Maximilian legs and full suit

CTHULHU RETURNS

Cthulhu is big... not just in physical dimensions, but among followers of all things Lovecraftian. So it was no surprise that Stephen Hickman's super-spooky Cthulhu statue sold out its first run of 1,000 copies in no time. Now the second (and last) 1,000 copies have shed their molds and are available for sale.

If you gotta have one, don't wait; contact Bowen Designs at PO Box 220223, Milwaukie, OR 97269 to reserve yours. This statue is smaller than life-size at seven-and-a-half inches tall, sits on a hardwood base and costs \$100. A solid bronze edition is also available for the insane sum of \$1,200.

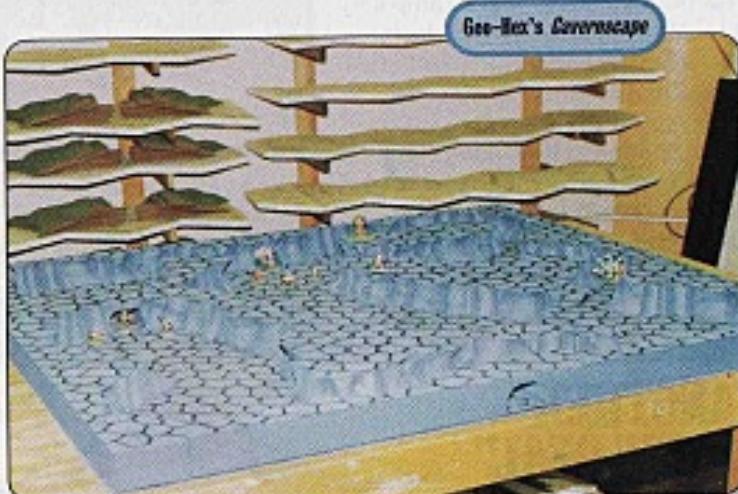


Bowen Designs'
Cthulhu statue

SUB LEVELS

Many RPG gaming sessions have players huddled around a small group of really neat-looking miniatures representing their characters. And you can't deny that a well-painted miniature looks cool, even sitting on a table. But if you want to go to the next level and generate real underground excitement, check out Geo-Hex's Cavernscape (\$145) set. It comes with 45 cave pieces, a 3-by-4 foot felt mat to use as a base and nine maps of dungeon settings you can build with the set. Everything is even laid out with gridwork, to make figuring out distances a snap. It's not cheap, but this Cavernscape really rocks!

Look for Geo-Hex products at your favorite game cave. Call them if you can't find their stuff at 503-288-4805.



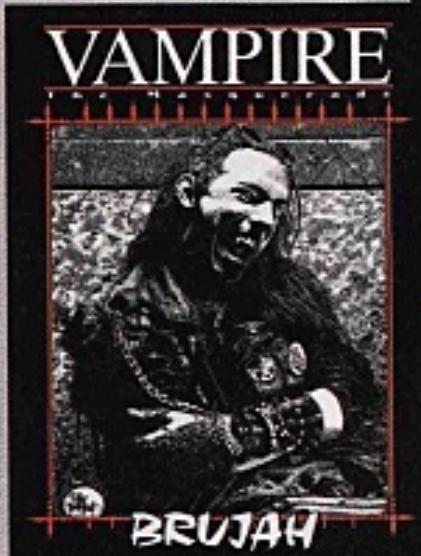
Geo-Hex's Cavernscape

PLEASE YOUR ELDERS

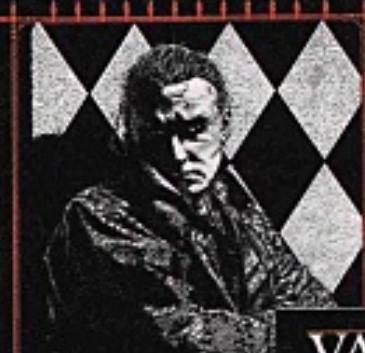
White Wolf's line of *Vampire: The Masquerade* T-shirts should get the hearts of all denizens of the World of Darkness pumping (figuratively speaking, of course). They come with glow-in-the-dark highlights and are particularly spooky under black light, naturally.

Each shirt features artwork from Timothy Bradstreet and costs \$16. No matter which of the 13 clans you were embraced by, there's a tee for you. There's also a generic "male vampire" tee if you're unsure of what you are.

If all the game stores are closed at night when you prowl, contact Fashion Victim to get yours direct. They're at 770-454-7661.



VAMPIRE



TREMERE



VAMPIRE



VAMPIRE



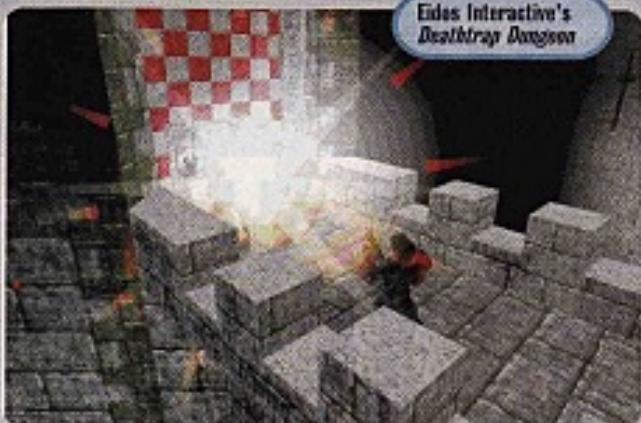
Fashion Victim's *Vampire: The Masquerade* shirts

DEATHTRAP MONEY PIT

Back in the early '80s, a new genre of books came into being: solo adventures. Almost every company with an interest in gaming released a few of these pick-a-path titles. The best of the lot, however, was easily Ian Livingstone's *Deathtrap Dungeon*, a tough book/adventure that actually required pen and paper to get through the maze.

Now that most households have high-powered computers, software has taken the place of these adventure books. Eidos Interactive has therefore combined their *Tomb Raider* graphics with Livingstone's nefarious imagination to bring his game to the Sony PlayStation in January (\$55), with the PC version a few months after that. If it's a hit—and it will be—expect this thing to be sequenced faster than you can say "two."

Eidos Interactive does not sell direct, but their products are available everywhere computer and video game software is sold.

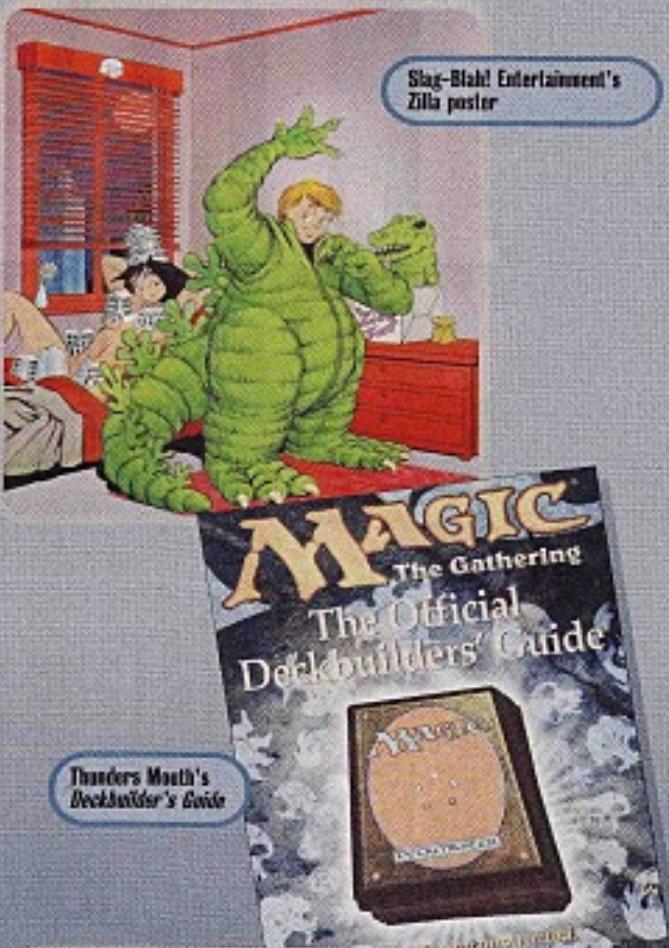


Eidos Interactive's
Deathtrap Dungeon

BIGGEST ZILLA YET

Phil Foglio has developed quite a following of fans with his cartoony fantasy renderings. One of his many classics is "Zilla And Tokyo" from the *XXXenophile* card game. It looks like Zilla is set for a real rampage, and this time there's no national guard to save his favorite prey.

If this is the kind of poster that belongs in your room, you can be a proud owner for a mere \$8—a bargain since, at 24-by-36 inches, it's a heck of a lot bigger than the picture you'd get if you bought the *XXXenophile* card game. You should be able to get it in better hobby shops, but if you can't find it, call Slag-Blah! Entertainment at (206) 782-8739 to order your very own.



Slag-Blah! Entertainment's
Zilla poster

MAGIC TOURNAMENT GUIDE

If you've been part of the InQuest family for any length of time, you should have *Magic* decks that can whoop some serious rear end. But if you can't get enough killer decks, skip your next draw phase to check out *The Magic: The Gathering Official Deckbuilder's Guide* published by Thunders Mouth. For \$14 you get lists of more than 100 tournament-viable decks, practical substitutions for those decks and tips on playing against those decks. So stop getting kicked around like an ouphe and pick this baby up at fine game, book and hobby shops everywhere this January.

BOND WATCH

Sure, Bond—that would be James Bond—doesn't wear this 007 watch because, well, spies who advertise get dead. However, you can be assured that Q will be getting one of these. That leaves only 9,999 left in this limited edition from Fossil watches.

If you gotta have one, be sure to avoid SPECTRE's minions on the way to www.fossil.com and make sure that you bring along the 45 pounds that you won at the baccarat table (that's \$75 American for you Yanks in the crowd).



Fossil Watches'
007 chronograph

SEND US FREE STUFF

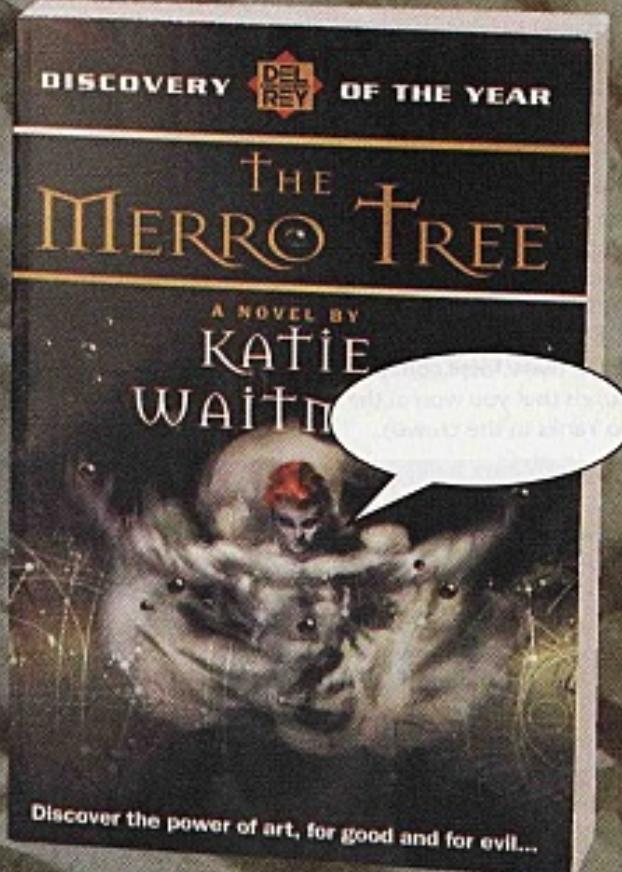
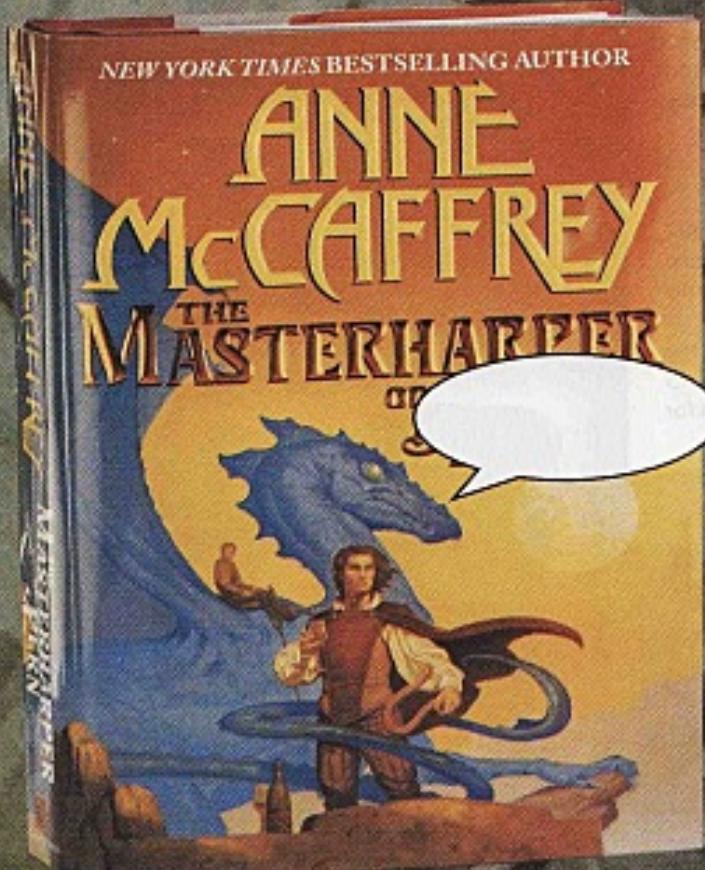
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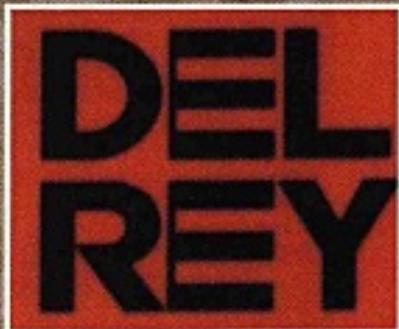
CONTEST

Del Rey Books
presents:

“INSTANT LIBRARY” CONTEST



Ever wonder what it would be like to be an editor at *InQuest*? Wanna win a small library of books from Del Rey? Do both by writing clever, funny word balloons for the book cover illustrations on the opposite page. Jot down your two best gut-busters and send 'em along. The entry that most tickles our funny bone wins...



This month's contest is sponsored by
Del Rey, Mi, Fa, So, La, Tee, D'oh!

Fill this out, attach your entry and put it
in an envelope. Send to: The "Instant
Library" Contest, c/o Wizard Press, P.O.
Box 118, Congers, NY 10920-0118.

THROW THE LEGAL BOOKS AT 'EM

No purchase necessary. Del Rey is an imprint of the Ballantine Publishing Group. This contest is open to anyone except employees of Wizard Press, Del Rey, and their immediate families. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Del Rey Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your original. All entries become property of Wizard Press and none will be returned because the Wizard Press mail room has been designated a point of no return. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by February 27, 1998. Wizard Press is not responsible for lost, late, misdirected or mislabeled entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality and creativity from among all properly completed entries by Wizard Press. Winning entries will be selected on or about March 13, 1998.

For a list of winners, available after March 13, 1998, send a self-addressed stamped envelope to: The "Instant Library" Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

GRAND PRIZE (1):

One lucky literate will win 50 Del Rey books including great titles like *Industrial Light & Magic*, *The Art of Star Wars Volume 1*, *Masterharper of Pern* by Anne McCaffrey, *Icefalcon's Quest* by Barbara Hambly, *The Wild Road* by Gabriel King, *Kirinyaga* by Mike Resnick, *Running with the Demon* by Terry Brooks, *The Demon Awakens* by R.A. Salvatore, *Polgara the Sorceress* by David and Leigh Eddings, *Creating Babylon 5* by David Bassom and so much more! You can keep your Necronomicons—this is better!

ENTRY FORM

INSTANT LIBRARY

DEADLINE IS

FEBRUARY 27, 1998.

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

Gut-buster #1 (*Masterharper of Pern*): _____

Gut-buster #2 (*Metro Tree*): _____

CARDSTOCK

Tracking trends in the card game market

Welcome, chickens. I am lowly Lars Pearson, *InQuest* price guide manager and your host.

My first piece of wisdom this month: When you go to a girl's house for supper with her parents, never, never scrape the butter. Always slice it. If you scrape, you're doomed.

And my second piece of wisdom—covered by Rick Swan in "Inquisition" this month, but what the heck, since only my mother reads this column—concerns the small brouhaha over the price guide moving to one price.

See, some fans wrote in confused as to how it could be that in the move from two prices to one, the new price wasn't an average of the previous two.

This was because they worked under the false assumption that the high prices and low prices revolved around a common middle price. It was never meant to be so. Ha, when we gave a high price and a low price, we were giving boundaries as to the most you would probably pay and the least you would probably pay.

So just because a card had a high price of \$10 and a low price of \$5, that didn't mean the majority of them were trading for \$7.50. It was possible the bulk of them were selling for \$6.50 or \$9. So when *InQuest* made the move to one price, we had to consider: Were cards trading high, middle or low in their range? If something had a range of \$5 to \$10, but was trading at the low end, it would have been irresponsible to say they were going for \$7.50. Six dollars or \$6.50 was better. We didn't put color bars on items that weren't genuinely going up or down in value, but merely adjusted to suit the format change.

That makes things clear? Good. Also of note this month is *Portal*. As a sort of "Magic 101" for newbies, it's currently getting mixed results among fans. Many are grumbling that assembling a *Portal* set is simply too hard—you can buy five or six booster boxes and not get a complete set. Certain cards are rather high priced, and the fact that it's a black-bordered set makes it all the more desirable and tough to buy. But while this might mean some fans are encouraged to chase *Portal*, the long-term effect might be kinda corrosive. Sometimes, the harder something is to do, the less people are inclined to do it. Disgruntled fans have already left the game, and since gamers often flock together, the desertion of many *Portal* veterans might drag others with them. We'll have to wait and see.

And now for you brazen-hussy speculators, consider *Tempest*. The singles market for it is arguably the strongest since *Legends*, so watch those possible sleeper cards:

- **Shocker**—This red card can throw your opponent into chaos, since if Shocker damages them, your opponent must draw a new hand of as many cards as before. It's also handy for deck-destruction strategies.
- **Whim of Volrath**—A surprisingly (excuse the phrasing) whimsical card since you can replace all instances of a color word or land type with another until turn's end. And it's a buyback card, so the pest doesn't go away.
- **Propaganda**—There's a special satisfaction in slowly bleeding your opponent dry of mana, which is where this card helps. Propaganda means that each of your opponents' creatures cannot attack you unless he/she pays an extra two colorless mana for said creature. If you've got someone you know is creature-happy, this baby can gut them like a fish.

That's it. Take care until next month, and in the words of Shakespeare, "Oh, what a tangled web we weave, when first we practice to play All Hallow's Eve."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Berry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainerd Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Hustsville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Arch in Erie, PA; Castle Comics in Portsmouth, OH; Chinero Comics & Cards in Ford City, PA; Classic Comics in San Angelo, TX; Claude's Comics in Hoboken, NJ; Coasterside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Wilkinsburg, PA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AK; The Comic Shop in Gordan City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford, VA; Comics Warehouse in Albuquerque, NM; Comics & Comix, Inc. in Rocklin, CA; Comics, Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oskaloosa, IA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout SportsCards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Delta, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severna Park, MD; Geograp's Comics & Games in Statesboro, GA; Game-Stop in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hettiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field, Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla SportsCards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, GA, and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Novestand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shattered Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, OH; Slam Dunk in Oceans Springs, MS; S-H-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; T.J.'s in Middletown, NY; Troll and Toad in Keene, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, FL; Wizard World in Hanover, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

WHAT'S HOT



MEDITATE

Creaty blue *Tempest* card lets you skip next turn and draw four cards.

Carefully *Meditate* on how much it might go up in price before buying.



ALL MEDALLIONS

Glorified Follower Stones look enticing, but look luster. Players find better ways

to reduce mana drain and crack these trinkets.

WHAT'S NOT



INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$3,600.00
Stone Deck (60 cards)	225.00
Stone Box (10 decks)	1,900.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,500.00

All unlisted cards are 80% of Beta value.

Beta cards are worth 125% of Beta value.

Orich Artillery	8.00
Orich Onslaught	15.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards are black-bordered.

Full Set (300 cards)	3,400.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,300.00
Unlisted Commons	.75

● Air Elemental	4.00
● Ancestral Recall	165.00
● Animus Artifact	3.00
● Animus Dead	3.00
● Animus Wall	6.00
● Arch of Misere	10.50
● Armageddon	32.50
● Aspect of Wolf	11.00
● Bad Moon	18.00
● Baffler	42.00
● Balance	27.00
● Beast Menagerie	8.00
● Bayou	42.00
● Berserk	35.00
● Birds of Paradise	35.00
● Black Knight	5.00
● Black Lotus	350.00
● Black Visa	8.00
● Black Ward	2.00
● Blaze of Glory	38.00
● Blessing	12.00
● Blue Elemental Blast	1.00
● Blue Word	2.00
● Bog Witch	3.00
● Bratayeler	25.00
● Burning	2.00
● Camouflage	10.00
● Castle	2.00
● Celestial Prism	2.00
● Channel	2.00
● Chaos Orb	70.00
● Chococore	5.00
● Code of Protection: Red	1.00
● Code of Protection: White	1.00
● Clockwork Beast	7.00
● Cleve	12.00
● Cockatrice	10.00
● Consecrate Land	16.00
● Conservator	2.00
● Contact from Below	8.00
● Control Magic	5.00
● Conversion	3.00
● Copper Tablet	15.00
● Cozy Artifact	20.00
● Counterspell	13.00
● Cozada	22.00
● Crystal Ball	2.00
● Cursed Land	2.00
● Cyclopean Tomb	62.00
● Dark Ritual	3.00
● Darkport	8.00
● Deathgrip	3.00
● Deathlace	5.00
● Demonic Attorney	8.00
● Demonic Hordes	18.00
● Demonic Router	22.00
● Deintegrator	3.00
● Demolishing Souther	22.50

● Drain Life	1.75
● Dragon Whelp	4.00
● Drain Power	9.00
● Driven Demolition Team	8.00
● Earth Elemental	2.50
● Earthbind	1.50
● Earthquake	12.00
● Elvish Archers	10.00
● Evil Presence	2.50
● False Oracle	5.00
● Forestead	8.00



TOP 10 HOTTEST CARDS

10) Hammer of Bogardan
Falling to the bottom of this month's chart, the Hammer proves too heavy to support itself in the wake of newer, more interesting Tempest cards. Although still a potent source of direct damage, its early luster has faded. However, its seven notch drop is good news for...

● Footloose	18.00
● Feedback	2.00
● Fire Elemental	3.00
● Fireball	4.00
● Flashline	2.00
● Focus of Nature	20.00
● Forecast	115.00
● Fork	35.00
● Fungus	10.00
● Gaes's Uoga	12.00
● Gaufrid of Night	118.50
● Gaufrid	2.00
● Glasses of Drax	1.00
● Glare	1.00
● Golden Bullseye Brigade	2.00
● Golden King	15.00
● Greater Gargoyles	15.00
● Green Ward	3.00
● Guardian Angel	1.50
● Helm of Chozuk	7.00
● Illo, the	10.00
● Healing Wave	24.00
● Hurricane	2.50
● Hypnotic Specter	16.50
● Ice Storm	26.00
● Ice Manipulator	48.00
● Illusory Mask	48.00
● Invisibility	2.00
● Ice Star	2.00
● Island Sanctuary	7.00
● Ivory Cup	2.00
● Jade Moodith	7.00
● Jade Statue	20.00
● Joyousness Tone	25.00
● Juggernaut	8.00
● Karm	4.00
● Kelon Wirked	3.50
● Kornus Bell	8.00
● Kudra	8.00
● Lance	3.50
● Ley Druid	2.00
● Library of Lang	2.50
● Lich	55.00

● Lifeforce	2.50
● Lifelock	6.00
● Lifesnap	2.50
● Lightning Bolt	5.00
● Living Artifact	7.00
● Living Lands	4.00
● Living Wall	4.00
● Uninvited Guests	2.00
● Land of Atlantis	16.00
● Lord of the Pit	20.00
● Lure	2.50
● Magical Hook	12.00
● Melancholy Djinn	22.00
● Membrane	7.00
● Mana Flow	18.00
● Mana Shot	12.00
● Mana Vault	18.00
● Masticore	10.00
● Mind Twist	7.50
● Max Emerald	185.00
● Max Jet	185.00



TOP 10 HOTTEST CARDS

9) Vampire Tutor

...last month's cellar dweller, the Vampire Tutor. Although a step down from its dark predecessor, Vampire's still pretty slick—one black mana and two life for the card of year choice after your next draw.

● Blue Flash	185.00
● Blue Fury	185.00
● Blue Sapphire	185.00
● Natural Selection	38.00
● Nether Shadow	8.00
● Nothing Imp	8.00
● Nostalgia's Disk	35.00
● Nightmare	25.00
● Northern Paladin	2.00
● Obelisk Galore	2.00
● Red Artillery	2.00
● Red Gaufrid	2.00
● Red Polycle	1.00
● Redard Incarnation	8.00
● Pestilence	2.50
● Phantasmal Forces	2.00
● Phantom Marcher	2.00
● Hide Ship	9.00
● Plague	45.00
● Power Sink	3.00
● Power Surge	8.00
● Prismatic Scavenger	2.00
● Polonic Blast	32.00
● Purge	3.50
● Rose Deed	2.00
● Raging River	42.00
● Red Elemental Blast	1.00
● Red Mud	2.00
● Resuscitation	5.00
● Reverse Domago	10.00
● Righteousness	10.00
● Roc of Ether Ridge	10.00
● Rock Hydra	20.00
● Rod of Kiri	4.00
● Royal Assassin	35.00
● Sacrifice	4.00
● Savannah	40.00
● Savannah Lions	18.00
● Scavenging Ghoul	2.00
● Scaldland	40.00
● Scorch	14.00
● Sedge Troll	17.00
● Seignior Vampire	17.00
● Serra Angel	22.00

● Shoter	1.00
● Shikto Dragon	53.00
● Sinducus	2.50
● Sirkola	14.00
● Sawn's Call	2.00
● Sleight of Mind	12.00
● Smoke	8.00
● Sol Ring	25.00
● Soul Net	3.00
● Spell Blast	3.00
● Stasis	15.00
● Steel Artifact	2.50
● Stone Giant	2.50
● Stone Rail	3.00
● Sunglasses of Urza	8.00
● Swords to Plowshares	13.00
● Trigga	42.00
● Tira	1.00
● Thicket Boar	3.00
● Thoughtseize	4.00
● Thrice of Bone	2.00
● Timber Wolves	9.00
● Time Vault	70.00
● Time Walk	235.00
● Timewalker	145.00
● Triple-Headed	42.00
● Tundral	1.00
● Tundo	42.00
● Tunnel	1.00
● Two-Headed Stein of Farlys	50.00
● Undecked Sea	42.00
● Utroan Troll	2.50
● Verdant Enchantress	8.00
● Veteran Bodyguard	16.00
● Volcanic Eruption	9.00
● Volcanic Island	42.00
● Wall of Air	2.00
● Wall of Bone	1.50
● Wall of Brambles	2.00
● Wall of Fire	2.00
● Wall of Ice	2.00
● Wall of Stone	1.50
● Wall of Swords	2.00
● Wall of Water	2.00
● Wanderer	2.00
● Warp Artifact	6.00
● Water Elemental	2.50
● Web	9.00
● Wheel of Fortune	26.00
● White Knight	8.00
● White Ward	2.50
● Will-Of-The-Wisp	22.00
● Winter Disk	17.00
● Wooden Sphere	2.00
● Word of Command	65.00
● Worth of Bad	37.00
● Zombie Master	10.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

● Air Elemental	1.50
● Ancestral Recall	155.00
● Animus Artifact	1.00
● Animus Dead	1.00
● Animus Wall	3.00
● Arch of Misere	3.00
● Armageddon	9.00
● Aspect of Wolf	5.00
● Bad Moon	7.00
● Bedrock	18.00
● Balance	6.00
● Beach Manööd	4.00
● Bayou	17.00
● Berserk	32.00
● Birds of Paradise	8.00
● Black Knight	2.00
● Black Lotus	280.00
● Black Visa	2.00
● Black Ward	1.00
● Black Wind	1.00
● Bratayeler	12.00

1Q

price guide

● Bounding	1.00
● Camouflage	7.00
○ Castle	1.50
● Celestial Prism	1.00
● Channel	1.00
★ Chess Orb	45.00
★ Clockwise	2.00
★ Clockwerk Beast	3.00
● Clone	10.00
★ Codicatrix	6.00
○ Consecrate Land	12.00
● Consumate	1.00
★ Control from Below	5.00
● Control Magic	2.00
○ Conversion	1.00
● Copper Tablet	7.00
★ Copy Artifact	9.00
● Counterspell	2.50
★ Crusade	7.00
● Crystal Ball	1.00
● Cursed Land	1.00
★ Cyclopean Tomb	52.00
★ Dark pact	5.00
● Deathship	1.00
★ Demolition	2.00
● Demonic Attorney	6.00
● Demonic Hordes	16.00
● Demonic Tutor	7.00
★ Diabolic Egg	5.00
★ Disrupting Scepter	3.50
● Dragon Whelp	2.00
● Draw Power	5.00
● Devotion Demolition Team	7.00
● Earth Elemental	1.00
● Earthbind	1.00
★ Earthquake	5.00
● Elvish Archers	4.00
● Evil Presence	1.00
● False Orders	3.00
★ Farnish	6.00
★ Fasband	6.00
● Feedstock	1.00
● Fire Elemental	1.00
● Flashfire	1.00
★ Force of Nature	10.00
● Fanfield	92.00
★ Fark	25.00
★ Fanguist	8.00
● Goats Liege	8.00
● Goufet of Night	93.00
● Glasses of Urza	1.00
● Gloom	1.00
● Golden Balloon Brigade	1.00
★ Golden Ring	9.00
★ Granite Gargoyle	10.00
○ Green Ward	1.00
● Guardian Angel	5.00
★ Helm of Chozak	3.50
★ Hive, The	5.00
★ Howling Wine	7.50
● Hurricane	1.00
● Hypnotic Specter	3.00
● Ice Storm	20.00
● Ivy Manipulator	38.00
★ Illusionary Mask	33.00
● Instill Energy	1.00
● Invisibility	6.00
● Iron St	1.00
● Island Sanctuary	4.00
● Ivory Cap	1.00
● Jade Mantid	3.00
● Jade Shrike	16.00
★ Joycetime Tome	5.00
● Juggernaut	6.00
○ Koma	1.50
● Kaldor Worked	2.00
★ Korus Bell	4.00
● Kreda	6.00
○ Lance	4.00
● Ley Drift	1.00
● Library of Long	1.00
★ Lick	42.00
● Lifelock	1.00
● Lifelust	3.00
● Lifelock	1.00
● Living Artifact	4.00

★ Living Lords	4.00
● Living Wall	4.00
● Lord of Atoms	7.00
★ Lord of the Pit	10.00
● Lox	2.00
● Maggot Rock	6.00
● Mahment Dyne	8.00
★ Mana Flare	6.00
● Mana Shift	5.00
● Mana Vault	5.00
● Mandibots	1.00
● Mantid	5.00
★ Mad Twits	6.00
● Max Emerald	150.00
● Max Jet	150.00
● Max Frost	150.00
● Max Baby	150.00
● Max Sapphire	150.00
● Natural Selection	30.00
★ Nether Shadow	4.00
● Netting Imp	3.00
● Nevigym's Disk	10.00
● Nighthawk	10.00
● Northern Paladin	7.00
● Obnoxious Golem	1.00
● Dutch Artillery	1.00
● Dutch Caliphina	1.50
★ Personal Information	4.00
● Phantasmal Forces	1.00
● Phantom Hostler	1.00
● Pirate Ship	5.00
● Platou	25.00
★ Power Surge	4.00
● Platou's Host	24.00
● Purfume	2.50
● Raging River	38.00
● Red Ward	1.00
● Regrowth	3.00
○ Resuscitate	3.00
● Reverse Damage	6.00
● Righteousness	5.00
★ Roc of Kraz Ridges	10.00
● Rock Hydra	12.00
● Rock of Rain	1.00
● Rayal Assassin	15.00
● Sacrifice	3.00
● Sevenfold	17.50
● Sevenfold Lions	5.00
● Scavenging Ghoul	1.00
● Scrubland	17.50
● Sedge Trail	9.00
● Sengir Vampire	4.00
● Sento Angel	7.00
● Shivan Dragon	20.00
● Sinulorum	1.00
● Sinkhole	10.00
● Skin's Coll	1.00
● Sleight of Mind	5.00
★ Smoke	4.00
● Soil Ring	10.00
● Soul Net	1.00
● Souls	5.00
● Steel Artifact	1.00
● Stone Giant	1.00
● Sunglasses of Urza	4.00
● Swords to Plowshares	2.00
● Taiga	18.50
● Thicker Bodysuit	2.00
● Thoughtseize	2.50
● Thrown of Bone	1.00
● Timber Wolves	4.00
● Time Vault	58.00
● Time Walk	185.00
● Timewarper	120.00
● Tropical Island	18.00
● Tsunami	1.00
● Tundra	20.00
● Two-Headed Giant of Forjys	40.00
● Underworld See	20.00
● Undine Trail	1.00
● Undine Enchantress	5.00
● Weaver Deepdagger	24.00
● Veteran Bodyguard	10.00
● Volcanic Eruption	5.00
● Volcanic Island	17.50
● Wall of Air	1.00
● Wall of Bone	1.00
● Wall of Brambles	1.00
● Wall of Fire	1.00
● Wall of Ice	1.00
● Wall of Stone	1.00
● Wall of Swords	1.50
● Wall of Water	1.00
● Wonderlust	1.00
● Wasp Artifact	3.00
● Water Elemental	1.00
● Web	4.00
● Wheel of Fortune	12.50
○ White Knight	1.25
● White Ward	1.00
● Will-o'-the-Wisp	7.00
● Winter Orb	5.00
● Wooden Sphere	1.00
● Word of Command	35.00
● Wrath of God	8.00
● Zombie Nestor	6.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) \$300.00
 Starter Deck (60 cards) 25.00
 Starter Box (10 decks) 210.00
 Booster Pack (15 cards) 8.50
 Booster Box (36 packs) 250.00
 All unprinted cards are worth the same as Unlimited.

● Aladdin's Lamp	3.00
● Aladdin's Ring	2.00
● Armageddon Clock	2.00
● Bodilands	14.00
● Booth Monolith	2.50
● Bayou	14.00
● Black of Paradise	8.00
● Battle of Salomon	2.50



TOP 10 HOTTEST CARDS

● Pain Lands	8.00
(Song to the tune of King of Pain)	
"There stood here before, with all these cards in hand,	
From the Korplexion Forest to the new Skoldland,	
Several rulers of mana drive your foes insane,	
So you increase your chances with these Lands of Pain."	
● Brass Men	1.00
● Clone	7.00
● Contract From Below	4.00
● Crumble	1.00
● Dancing Srinivas	3.00
● Demonic Attorney	4.00
● Demonic Hordes	12.50
● Demonic Tutor	4.00
● Desert Twister	2.00
● Dragon Engine	1.50
● Drawn Wrecks	1.50
● Ebony Hoe	3.00
● EHDjaja	4.00
● Energy Flux	.50
● Eye for Eye	3.75
● Flying Carpet	3.50
● Horky's Recall	3.00
● Island Fish Jaccaros	3.00
● Jordan's Ring	4.00
● Jordan's Saddlebags	3.00
● Kaldor Worked	.50
● Magnetic Mountain	3.00
● Major Dijin	5.00
● Malignance	3.00
● Mather's War Machine	3.00
● Deatht	2.00
● Onirapha	.50
● Pitbear	15.00
● Primed Clay	2.00
● Rock, The	2.00
● Rocket Launcher	5.00
● Savannah	14.00
● Scrubland	14.00

● Serendib Elrost	8.00
● Shothstrim	3.00
● Sol Ring	5.00
● Sunless Queen	5.00
● Telja	15.00
● Thran's Song	3.00
● Tropical Island	14.00
● Trade	15.00
● Underground Sea	15.00
● Volcanic Island	15.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) \$255.00
 Starter Deck (60 cards) 8.00
 Starter Box (10 decks) 75.00
 Booster Pack (15 cards) 2.75
 Booster Box (36 packs) 85.00
 Unlimited Commons 25
 Unlimited Uncommons 75

● Air Elemental	1.50
● Aladdin's Lamp	3.00
● Aladdin's Ring	3.50
● Andy Rob	1.00
● Animato Dead	1.00
● Animato Wall	2.00
● Ankh of Ihsahn	2.50
● Annoyed	6.50
● Annogeddon	3.00
● Ashes to Ashes	1.00
● Aspect of Wall	3.00
● Bed Moon	6.00
● Balance	4.00
● Ball Lightning	8.50
● Birds of Paradise	6.00
● Black Mana Battery	3.00
● Bonte of Substance	2.50
● Bronze Tablet	2.00
● Cation Arts	3.00
● Chaosbird	1.50
● Circle of Protection: Artifact	2.00
● Clockwerk Avion	4.00
● Clockwerk Beast	3.00
● Codicatrix	4.50
● Colossus of Sardia	5.00
● Control Magic	1.00
● Coral Helm	2.00
● Cosmic Honor	3.00
● Counterspell	1.50
● Crimson Mantid	3.00
● Cursed Land	6.00
● Cusing Schmifer	3.00
● Deathlace	2.00
● Dancer Egg	4.00
● Disrupting Scepter	4.00
● Divine Transformation	2.00
● Dragon Engine	1.00
● Dragon Whelp	2.00
● Draw Power	4.50
● Earthquake	5.00
● Ebony Hoe	1.00
● EHjaja	4.00
● Elvish Land Wards	4.00
● Elvish Archers	3.00
● Eye for an Eye	2.50
● Fallow Stone	2.00
● Flying Carpet	3.00
● Green Mana	6.50
● Fungusaur	3.00
● Goats Liege	4.00
● Goblin Ring	4.00
● Goad	2.50
● Green Mana Battery	3.00
● Helm of Chozak	2.00
● Hive, The	3.75
● Howling Wine	7.00
● Huky's Recall	2.00
● Hur Jackal	2.00
● Hydron	2.50
● Hypnotic Specter	2.50
● Inferno	3.50
● Island Energy	1.00
● Island Fish Jaccaros	2.50
● Island Sanctuary	3.00
● Ivory Tower	5.00
● Jade Mantid	2.00
● Jondor's Saddlebags	2.00
● Joycetime Tome	3.00
● Julian Street	2.50
● Kaldor Worked	1.00

● Killer Bees	4.00
○ Kismet	1.50
★ Karius Bell	3.00
● Load Tax	6.00
★ Leviathan	5.00
★ Libra	1.50
★ Living Artifact	2.50
★ Living Lands	2.00
● Lord of Atlantis	6.00
★ Lord of the Ft	5.00
● Magical Hook	5.00
★ Magnetic Resonant	2.00
● Mahonell Djinn	7.00
● Mad Dash	3.00
★ Mana Flow	5.00
● Mana Shield	4.00
● Mana Vault	3.00
● Mandate	3.00
● Mawstone	3.00
● Meltdown	6.00
● Mad Twish	4.00
● Nelson's Factory	5.00
● Melvin's War Machine	2.00
● Nether Shadow	3.00
● Neimynrof's Disk	6.00
★ Nightmare	8.00
● Northern Polaris	4.00
● Oaxaca	2.00
● Pained Incarnation	4.00
● Plain Skip	3.00
● Prayer Surge	2.50
● Petrol Clay	2.00
● Potent Entity	3.00
● Paradise	2.00
● Rock, The	1.00
● Radjan Split	1.00
● Rag Men	3.00
● Relish	3.00
● Red Mana Battery	3.00
● Reverse Damage	4.00
● Righteousness	3.50
★ Royal Assassin	10.00
● Savannah Lions	4.00
● Sengir Vampire	4.00
● Serra Angel	6.00
● Silver Dragon	13.00
● Simulacrum	1.00
● Siren's Call	1.00
● Sleight of Mind	4.00
● Smoke	2.50
★ Sorceress Queen	4.00
○ Split Link	4.00
● Stress	4.00
● Ship Wine	5.00
● Sunglasses of Daze	3.00
● Swords to Plowshares	1.50
● Sylvan Library	5.00
● Tanpest Eblast	3.00
● Tenebrous	5.00
● Thoughtless	2.00
● Timber Wolves	3.00
● Time Elemental	8.00
● Thrice's Song	2.00
● Triskelion	4.00
● Urza's Avenger	6.00
★ Vendicare Enchantress	3.00
● Volcanic Eruption	2.50
● Monstrous	1.00
● Warp Artifact	2.00
● Web	2.50
● White Mana Battery	2.00
● Whirling Davids	2.00
● Wild O' The Whirl	4.50
● Winds of Change	3.00
● Winter Oil	6.00
● Moth of God	7.00
● Xeric Pathogenist	2.00
● Zombie Master	3.00

FIFTH EDITION

WIZARDS OF THE COAST® 1997

Full Set (449 cards)	365.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00
Commons	10



TOP 10 HOTTEST CARDS

7) Lotus Petal

Valentine's Day is approaching and, whether you win or lose at "She loves me, she loves me not," you could do worse than to pluck petals off these very special flowers! That way, you could cast Healing Salve on your broken heart or take a Honeycomb on that Merchant Ship.

●	Corian Arms	2.0
○	Cestis	5.0
●	Cove People	5.0
○	CoP: Artifacts	1.0
★	City of Brass	7.0
●	Clockwork Beast	3.0
●	Clockwork Sned	2.0
★	Cockatrice	8.5
★	Colossus of Serlio	5.0
●	Conquer	5.0
●	Corid Helm	2.5
●	Crow Giant	1.0
★	Crimson Manticore	2.5
●	Crown of the Ages	4.0
●	Crumble	2.5
★	Crusade	6.0
●	Crystal Rod	5.0
●	Cursed Land	5.0
●	Dance of Many	3.5
●	Dancing Scimitar	2.0
●	Deathgrip	1.0
●	Deflection	3.0
★	Denilor	3.0
●	Desert Twister	5.0
●	Detonate	5.0
●	Diabolic Machine	5.0
★	Dragon Egg	2.5
●	Drifting Scapler	3.5
●	Divine Transformation	1.0
★	Dragon Engine	2.0
●	Brain Power	4.0
●	Dust to Dust	5.0
●	Dwarven Conscript	7.5
★	Dwarven Held	3.5
●	Dwarven Rules	5.0
★	Earthquake	4.0
●	Ebon Streegheld	5.0

★ Elder Druid	4.00	● Orich Artillery	50
★ Elkin Bottles	3.00	● Orich Captain	50
★ Elven Riders	1.00	● Orich Flamme	50
★ Elvish Archers	3.00	★ Orich Squatters	3.50
● Energy Flux	.25	★ Order of the Sacred Torch	3.00
● Evil Eye of Orms-by-Gone	1.50	● Order of the White Shield	1.00
● Evil Presence	.50	★ Orr	2.50
★ Eye for an Eye	3.00	● Orakopter	25
● Fallen Angel	1.50	★ Penteogram of the Ages	4.00
● Feedback	.75	★ Personal Intercession	4.00
● Falzien's Canoe	1.00	● Phantasmal Forces	50
● Falwell Stone	1.00	● Phantom Master	50
★ Faizar's Bee	2.00	● Photo Ship	3.00
● Fire Drake	.75	● Power Sink	.25
● Flene Spait	.75	★ Primal Clay	2.00
● Fleshfins	.50	★ Primal Order	5.00
★ Flying Corpse	2.50	● Primal Ooze	50
★ Face of Nature	5.00	● Pyroblast	.25
★ Forget	3.00	● Pyrotechnics	.75
● Fountain of Youth	.75	● Rabid Wombat	1.25
★ Fungusar	3.50	● Redjon Spirit	50
● Fynchorn Elder	.50	★ Rog Man	2.50
★ Eme of Chaos	3.00	● Recall	2.50
★ Gestations of Chaos	3.50	★ Revenie Damage	5.00
● Glacial Wall	.25	● Righteousness	4.00
● Glossies of Urza	.25	● Rod of Ruin	.50
● Gloom	.50	● Rains of Trakir	.50
● Goblin King	4.00	● Soiced Bonn	.75
★ Goblin Warriors	3.50	★ Seed Silos	3.00



TOP 10 HOTTEST CARDS

6) Reflecting Pool

"Master, mirror, now is play, what colors will you produce today?" You wouldn't want a Pool on the sole land in your opening hand, but it's a great source for mid-game reuse of whatever colors you were playing anyway. And, in tandem with a Gemstone Mine, it truly shines.

● Sea Spirit	.75
● Sea Sprite	.25
● Seastalker	1.00
● Segvahn Leviathan	.50
★ Segh Autocrat	3.50
★ Seraph	6.00
★ Serpent Gauntletor	4.00
○ Serpe Bestiary	.50
○ Serpe Paladis	1.00
● Shapishithher	1.50
● Shatterstorm	1.50
★ Shiven Dragoon	12.50
● Sibilent Spirit	5.00
● Skull Conquor	.75
★ Sleight of Mind	3.25
★ Smoke	2.50
● Sarcassus Queen	4.00
● Soul Net	.50
● Spirit Link	2.50
★ Stampede	3.00
● Stash	4.50
● Steel Artist	.50
● Stone Giant	.50
● Stone Spirit	.50
★ Stronghold Cobol	4.00
★ Sulfinous Springs	5.00
● Sylvan Temple	.50
● Sylvan Library	5.00
● Tawessa's Weaponry	.50
● Thicker Basilisk	.50
● Throne of Bone	.75
● Thrull Retainer	.50
● Time Bomb	4.00
● Time Elemental	6.00
★ Throlo's Song	3.00
★ Trace	2.50

100

Price Guide

● Tsunami	50
★ Underground River	5.00
● Untamed Wilds	50
★ Urza's Avenger	4.00
● Urza's Bubble	50
★ Verduran Enchantment	3.00
● Wall of Air	50
● Wall of Bane	50
● Wall of Blastes	50
● Wall of Fire	50
● Wall of Stone	50
● Wall of Swords	50
● Wanderlust	50
● Web Artifact	2.50
● Whirling Devilish	1.50
● White Knight	1.00
● Wind Spirit	50
★ Winds of Change	3.00
● Winter Blast	50
★ Winter Orb	4.00
● Wolverine Pack	50
● Wooden Sphere	50
● Word of Blasting	50
★ Wrath of God	6.00
★ Watched, The	4.50
★ Wyldi Wolf	3.00
★ Xeric Poltergeist	2.50
★ Zombie Master	4.00
● Zuri's Melding	4.50

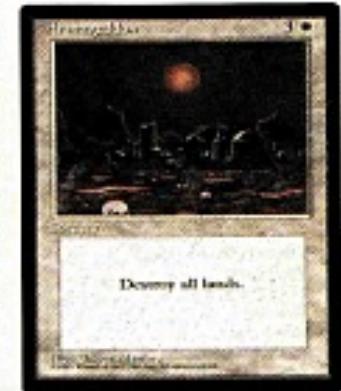
ARABIAN NIGHTS

WIZARDS OF THE COAST - 1994

Full Set (78 cards)	\$875.00
Booster Pack (3 cards)	75.00
Booster Box (15 packs)	3,800.00
Unlisted Commons	50

● Abu Jaffar	7.00
★ Aladdin	12.00
★ Aladdin's Lamp	6.00
● Aladdin's Ring	6.50
● Ali Baba	6.50
★ Ali from Cairo	87.00
□ Army of Alah	6.00
● Bazaar of Boghdad	20.00
★ Bazaar of Sulaiman	7.00
● Bass Rose	3.00
□ Canal	2.50
● City in a Bottle	25.00
● City of Brass	27.00
● Cyclone	6.00
★ Dancing Schmier	6.00
● Desert	3.00
● Desert Nomads	3.00
● Desert Twister	4.50
★ Diamond Valley	72.00
● Drop of Honey	44.00
● Ebony Horse	6.00
● El-Hagej	7.00
★ Elephant Graveyard	26.00
● Elbrus Djin	28.50
★ Eye for an Eye	5.50
● Flying Carpet	6.00
● Flying Star	5.00
★ Guardsman Beast	52.00
● Horn Jewel	3.00
● Ib-Hill Sheet	32.00
● Island Fish Jaszokus	6.00
★ Island of Wuk-Wuk	43.50
● Jador's Ring	6.00
★ Jador's Saddles	6.00
● Jeweled Bird	6.00
● Jild	47.00
● Juman Rhast	11.00
● Juzun Djin	160.00
● Khobol Ghoul	38.00
● King Sulimous	18.00
● Kid Ape	2.00
● Library of Alexandria	100.00
● Magnetic Mountain	6.00
● Merchant Ship	8.00
● Metamorphosis	2.00
★ Mjolnir Djin	10.00
□ Moonsh Cavity	4.00
● Mountain	6.00

● Ossk	4.00
● Old Man of the Sea	37.50
● Oubliette	5.00
★ Pyramids	26.00
● Repentant Blacksmith	4.00
● Ring of Mana	35.00
● Folk Egg	10.00
● Sons of Abdolkh	10.00
● Sevenfold Djinn	30.00
● Sevenfold Ehsor	32.00
● Shokzood	24.00
● Sindbad	5.00
● Singing Tree	40.00
● Sorceress Queen	10.50
● Stone-Throwing Devils	6.00
● Wyldi Wolf	4.00
★ Yawen Elriet	12.00



TOP 10 HOTTEST CARDS

5) Armageddon

Why is Armageddon so popular? Let's break it down into its components: "arm," "aged," and "don." Obviously, there's a movement afoot to give guns to the geriatric heads of Mafia families. Then again, maybe it's just that whole bump-off-ella-the-leads thing.

ANTIQUITIES

WIZARDS OF THE COAST - 1994

Full Set (100 cards)	\$300.00
Booster Pack (8 cards)	20.00
Booster Box (60 packs)	850.00
Unlisted Commons	25

● Argonian Archaeologist	36.00
● Argivian Blocksmith	50
● Argonian Tiefolk	1.00
★ Armageddon Dock	5.00
● Antler Blot	1.00
● Antlered Prowess	.50
● Antler Ward	1.00
● Ashrod's Altar	2.50
● Ashrod's Battle Gear	2.00
● Ashrod's Transmogrify	2.00
● Atog	1.00
● Bronze Tabler	6.00
● Condolias of Tawos	44.00
● Code of Protection Artifact	7.00
● Chained Druid	3.00
● Clockwork Avion	9.00
● Colossus of Sardis	10.00
● Coal Helm	5.00
● Curved Rock	2.00
● Dampening Field	3.00
● ★ Denote	3.00
● Dhruva's Restoration	1.50
● Divon's Moonsmith	2.00
● Divon's Quicksilver	2.00
● Felidar's Coats	8.00
● Gaido's Amegia	16.00
● Gate to Physis	3.00
● Gellin Athem	1.00
● Golgoth Sylea	9.00
● Hearing Wind	2.00
● Hurky's Recall	4.50
● Ivory Tower	5.50
● Julum Tanic	6.00
● Mantys of Kofis	5.00
● Nightstone	4.00
● Phyllosphere	10.00
● Rishin's Factory	10.00
● Rishin's Factory (Water)	16.00
● Rishin's War Machine	4.00

● Mabro's Workshop	26.50
★ Obelisk of Undol	8.00
● Oculot	2.00
● Ouch Mechanics	1.00
● Omphogate	1.00
● Phoenix Granites	4.00
● Power Artifact	5.00
● Powersleech	3.00
● Priest of Yawgmoth	1.00
● Primol Clay	2.00
● Rock, The	3.00
● Rakulite	2.00
● Reconstruction	1.00
● Reverse Polarity	1.00
● Rocket Launcher	4.00
● Sage of Lot-Nar	1.00
★ Shephard	6.00
● Shattered Stars	6.00
● Staff of Zepha	1.00
● Ship Mine	10.00
● Ship Mine (old picture)	12.00
● Su-Chi	5.00
● Tablet of Epyr	1.00
● Tavnos's Coffin	24.00
● Tavnos's Wand	2.00
● Tavnos's Weapon	2.50
● Tetras	10.00
● Ternio's Song	3.00
● Transcute Artifact	3.00
★ Triskelion	8.00
● Urza's Avenger	9.00
● Urza's Chalice	1.00
● Urza's Miller	8.00
● Wall of Spears	2.00
● Wasteland	3.50
● Xeric Poltergeist	3.50
● Yawgmoth Demon	10.00

● Dekkon Blockblade	14.00
● D'Vannah Archer	.50
● Darkness	1.00
● Deadfall	3.00
● Demonic Torment	4.00
● Devouring Deep	.50
● Discommerce	11.50
● Divine Intervention	12.00
● Divine Offering	.50
● Divine Transformation	7.50
● Divine Coat	5.00
● Divorce Song	4.00
● Edge Lead Worm	10.00
● Edge Spawns	10.00
● Even Tiders	7.00
● Enchanted Being	1.00
● Enchantment Alteration	1.00
● Equinox	2.00
● Errant Walker	2.00
● Eurus	37.00
● Evil Eye of Orms-By-Gore	5.00
● Fallen Angel	10.00
★ Falling Star	10.00
● Faint	1.00
● Field of Dreams	12.00
● Fire Spikes	.50
★ Fluctuating Phoenix	22.00
● Flash Counter	.75
● Flood Spazem	4.00
● Force Spike	.50
● Fortified Aranit	12.50
● Fortified Area	2.00
● Frost Giant	5.00
● Gabriel Angelina	8.00
● Gavrel el Dices	10.00
● Ghosts of the Damned	.50
● Giant Turtle	.50
● Glyph of Doom	.50
● Glyph of Delusion	1.00
● Glyph of Destruction	.50
● Glyph of Life	.50
● Glyph of Reincarnation	.50
● Gotta Dak	10.00
★ Great Sphere	22.00
● Great Deinde	4.00
● Great Wall	4.00
● Greater Realms of Preservation	5.00
★ Greed	6.00
● Green Mana Battery	5.00
● Gwendolyn Di Cord	15.00
● Halflane	12.00
● Hammerhead	5.00
● Heresy Token	14.00
● Heedless Honerian	1.00
● Heaven's Gate	4.00
● Hell Scream	1.00
★ Hell's Coeloker	16.00
● Hellfire	22.00
● Holy Day	1.00
★ Horn of Declining	8.00
● Banner Cobro	.50
● Horn of Horns	5.00
● Horrific Banars	5.00
● Hounding Goresian	5.00
● Hyperion Blacksmith	4.00
● Kneurion Drid	5.00
★ Impulsion	12.50
● In the Eye of Chess	12.00
● Indestructible Arms	.50
● Infernal Reduze	7.00
● Infinita Authority	12.00
● Involve Prudence	16.00
● Ivory Guardians	4.00
● Jacques le Vert	12.00
● Jovine Board	4.00
● Jolt Djyan	4.00
● Jaded of the Caged Rat	4.00
● John	13.00
★ Jovial Evil	16.00
● Jotuspe	8.00
● Kankis	5.00
● Kasimir the Lone Wolf	4.00
● Kai Takashii	10.00
★ Killer Bees	12.00
● Knif	5.00
● Knowledge Vault	10.00
● Kehold Drill Sergeant	8.00
★ Kehold Overlord	18.00
● Kehold Taskmaster	8.00
● Kehold of Kher Keep	1.00
● Ky Shield	4.00
● Lady Calora	14.00
● Lady Evernia	12.00
● Lady of the Womains, The	5.00
● Lady Ora	5.00
● Land Equilibrium	15.00
● Land Tax	10.00
● Land's Edge	10.00

LEGENDS

WIZARDS OF THE COAST - 1994

Full Set (310 cards)	\$900.00
Booster Pack (15 cards)	35.00
Booster Box (36 packs)	1,000.00
Unlisted Commons	.25
● Abomination	2.00
★ Abyss, The	56.50
● Acid Rain	24.00
● Adam Oakenfield	15.00
● Adventurer's Guildhouse	3.00
● Aegis Berserker	5.00
● Ailing Leprechaun	1.00
● Alexo Lojano	8.00
● All Hallow's Eve	36.00
● Allot's Carpet	12.00
● Alchor's Tomb	12.00
● Angelic Voices	12.00
● Angus Mechanic	11.00
● Arm-Magic Aura	1.50
● Arbella	4.00
● Aradas Sabbath	14.00
● Arane of the Ancients	8.00
● Avid Fete	1.00
● Axedon Gunman	9.00
● Ayesho Teneka	7.00
● Azane Draka	3.00
● Baddukt	4.00
● Badrio	3.00
● Babory Apes	1.00
● Barkoth Warbeard	5.00
● Battal Runcate	10.00
● Banshee of Bogarton	3.00
● Black Ikiles Battany	5.00
● Blazing Effigy	.75
● Blight	3.00
● Blood Lust	5.00
● Blue Moon Battery	5.00
● Boil Doobloon	12.00
● Boile Nag	4.00
● Branca Horse	8.00
● Cereus Arts	10.00
● Cetherid of Sora	3.00
● Caverns of Despair	10.00
● Chain Lighting	3.00
● Chain of Wreathspikes	20.00
● Chromix	15.00
● Cicade	22.00
● Clergy of the Italy Minibus	.50
● Cocon	3.00
● Concedant Crassoids	7.00
● Cosmic Bazaar	8.00
● Crew Grent	6.50
● Crevess	3.00
● Crimson Kobolds	.50
● Crimson Monitors	7.00
● Crookshank Kobolds	.50



price guide

● Irongoat	1.50
● Icy Manipulator	8.00
★ Icy Prison	4.00
● Illusory Presence	3.00
● Illusions of Grandeur	4.50
★ Infernal Darkness	2.00
★ Infernal Demise	3.00
★ Infinite Horizons	4.00
★ Jester's Cup	15.00
★ Jester's Mask	7.00
★ Jokulhoop	7.00
○ Justice	2.00
★ Kalphuska Forest	6.50
★ Kalphuska Yeti	4.00
● Kaldoran Elite Guard	1.25
★ Kaldoran Knight	2.00
★ Kaldoran Phalanx	3.00
★ Kaldoran Royal Guard	5.00
● Kaldoran Skyspinner	2.00
○ Knights of Stronghold	1.00
● Krovikan Vampire	2.50
★ Lead Cap	3.00
★ Levi's Tablets	3.00
● Library	7.50
● Lightning Blow	3.00
● Lost Order of Jokulhoop	4.00
● Magus of the Unseen	4.00
● Morton Stronghold	8.00
● Mortaromites	3.00
★ Mortaku R1 Berserker	5.00
● Mortic Toxica	4.00
● Mind Warp	1.00
★ Mind Whip	3.00
★ Minion of Lethas	6.00
● Minion of Tavish Szed	5.50
● Mooncon	4.00
● Mountain Titan	3.50
● Mudslide	3.00
★ Musician	4.00
★ Mystic Might	3.00
● Naked Singularity	4.00
● Nekopotence	7.00
● Neth of Um-Dil	3.50
● Nekash Librarian	3.00
● Nekash Squatters	5.00
● Order of the Sacred Tenth	5.00
● Pole Bears	3.00
● Portion of the Ages	5.50
● Polar Kukan	7.00
★ Fox	6.00
★ Pygmy Allesauran	3.00
● Pyroclasm	1.50
● Reality Twister	3.75
● Radonathan	3.00
● Ritual of Subdual	4.00
● River Delta	4.00
● Risen Arch	4.00
● Serum	8.50
● Shield of the Ages	.75
● Shyft	4.00
● Skelton Spirit	5.00
● Skelton Ship	5.00
● Skull Councillor	.75
● Sleight of Mind	2.00
● Seize Fortress	3.00
● Seizurblind	2.50
● Selden Golem	3.00
● Selden Stimulator	.75
● Spectral Shield	.75
● Spells of Evil	4.00
● Spells of War	4.50
● Staff of the Ages	3.00
● Stampede	5.00
● Stern Spirit	4.00
● Sternblind	5.00
● Stronghold Cabal	4.00
● Sunken Growth	4.50
● Sunfire Springs	5.50
● Swords to Plowshares	1.00
● Thermokast	2.00
● Timberline Ridge	3.00
● Time Bomb	4.00
● Tidal War	2.00
● Trollhoop	2.00
● Underground River	6.50
● Uro's Bubble	.75

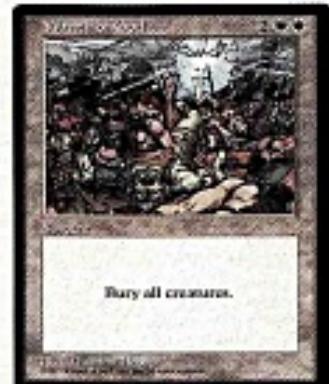
● Velch	3.50
★ Vexing Aeonian	5.00
● Vibration Sphere	3.00
● Vilaliga	4.00
● Winter's Chill	3.00
● Wrath of Amon-Lag	3.00
● Zar's Weirding	5.00
● Zeron Orb	3.00

CHRONICLES

WIZARDS OF THE COAST - 1995

Full Set (125 cards)	\$85.00
Booster Pack (12 cards)	2.00
Booster Box (45 cards)	80.00
Unlisted Commons	.25

○ Abu Jafar	1.00
○ Alara Lajencia	2.50
★ Aladdin	3.50
★ Angelic Voices	5.00
● Arneida Saboth	5.00
● Area of the Ancients	3.00
● Archfiend Gummison	3.00
● Ayasha Tonika	2.00
● Azure Drake	.75
● Banshee	.75



Buy all creatures.

TOP 10 HOTTEST CARDS

3) Wrath of God

The hot gift for Magic fans this Yuletide season was the Wrath of God, a beautifully hand-crafted ring of bracelets. Who wouldn't want to wake up Christmas morning and...ah, Wrath of God. That's pretty hot on the charts since time immemorial. Sorry.

● Ba'l's Coga	2.00
● Beasts of Bagordan	.75
○ Blood of the Worthy	.75
● Blood Moon	5.00
● Book of Pass	1.00
● Bronze Hora	2.00
● Chantian	5.00
● City of Brass	8.00
● Cocoon	.75
● Conscient Crossbreed	4.00
● Creep Giant	1.50
● Cydon	2.00
● Dakon Blockblade	6.00
● Dance of Mana	3.00
● Enchantment Abomination	.75
● Erhnam Djinn	4.00
● Folice, Tha	.75
● Folian Angel	4.00
● Felidor's Came	1.00
● Fire Drake	.75
● Gabriel Angelfire	4.00
● Gnomes of Chaos	3.00
● Goblin Artisans	.75
● Holl's Conqueror	7.00
● Horn of Dukarion	2.50
● Ivory Exorcist	.75
● Jolam Tame	2.00
● Jowlan Bird	2.00
● Jowlan	4.00
● Karmotose	3.00
● Kai Tokaheshi	1.00
● Lord's Edge	5.00
● Mornault Dragoon	.25
● Nebuchadnezzar	5.00
● Nek Boles	5.00
● Oldskull Undying	3.00
● Polluted Marsh	5.00
● Petra Sphinx	3.00
● Primalic Ogre	.75

● Puppet Master	.75
● Radiant Seal	2.00
● Rekalla	1.50
● Recall	3.00
● Revelation	2.00
● Rubicon Soalsinger	5.00
● Safe Haven	2.00
● Sentinel	2.00
● Sergeant Governor	5.00
○ Shield Wall	.75
● Skinner Night Stalker	.75
● Skrith Scorpion	.25
● Solfkar the Swamp King	5.50
● Stragg	3.00
● Storm Seeker	2.00
● Tokklemogot	.75
● Teleport	2.00
● Tobias Andron	.25
● Torned's Crypt	.75
● Triassic Egg	2.00
● Uzed's Mana (4 versions)	.50
● Uzed's Power Plant (4 sets)	.50
● Uzed's Tavern (4 versions)	.50
● Vorevits Jorma	5.00
● Voodoo Doll	2.00
● Wall of Opposition	1.00
● Wall of Wonder	.75
○ Witch Doctor	1.00
● Whistled, the	2.00
● Xeo Aries	3.00
● Yawngmooth Geron	4.00

HOMELANDS

WIZARDS OF THE COAST - 1995

Full Set (140 cards)	\$70.00
Booster Pack (8 cards)	1.50
Booster Box (60 cards)	70.00
Unlisted Commons	.25

○ Akhava Gorgeyks	1.00
● After Shock	1.00
★ An-Havva Constable	3.50
● An-Havva Inn	1.00
● An-Havva Township	1.00
● An-Havva Ruins	3.00
★ Anaba Acester	3.00
● Anaba Spirit Chieftain	3.00
● Apocalypse Chime	3.00
● Autumn Willow	3.00
● Ayson Abbey	1.00
● Ayson Crossroad	3.00
● Ayson Highway	3.00
● Baki's Curse	2.50
● Baoon Sengir	8.00
● Beast Walkers	3.00
● Black Corriga	3.00
● Brakka Viziga	3.00
● Castle Sangil	1.00
● Chain Sticks	3.00
● Chandler	.25
● Clockwork Engines	.25
● Clockwork Steed	.25
● Clockwork Swarm	.25
● Cool Reef	.25
● Daughter of Autumn	3.00
○ Death Speakers	1.00
● Dalgadoa	4.00
● Drudge Spell	1.00
● Dwarven Pany	2.00
● Dwarven Sea Dian	2.50
● Ebony Blino	.25
● Eran the Relentless	1.00
● Evocante	.50
● Faerie Noble	4.00
● Fenz's Bar	3.00
● Forget	3.00
● Funeral March	.25
● Gloom Rands	1.50
● Gloom Oyster	1.00
● Grandmother Sengir	1.50
● Grotto Morell	.50
● Hozduin the Abbot	3.00
● Hoodsense	.25
● Heart Wolf	2.25
● Ikra's Shade	3.00
● Inni Sengir	1.00
● Ironclaw Curse	2.50
● Jira	.25
● Jiven	.25
● Jiven's Ferrets	.25
● Jiven's Tools	2.00
● Kekus Falls	3.00
● Kekus Keep	1.00
● Leaping Lizard	.25
● Leshies	2.00
● Mammoth Hornless	.25
● Mithra's Grotto	1.00
● Minimot	1.50
● Mystic Compass	1.00
● Nature's Blessing	1.00
● Nature's Chosen	1.00
● Nature's Wrath	4.50
● Onion of Fire	5.00
● Phantasmal Sphere	3.00
● Phelldagrill	5.00
● Phoenix Deceiver	5.00

★ Phoenix Portal	4.50
● Pilgrim	3.50
● Pintive Justice	1.00
● Pyrokinesis	1.00
○ Rebirth	.50
★ Ritual of the Machine	5.00
★ Rogue Skycaptain	5.00
● Royal Decree	4.50
● Scarab of the Unseen	1.00
● Scarab of the Unseen	1.00
● School of the Unseen	1.00
● Seasoned Toxicity	1.00
● Shattered Valley	5.00
● Shield Sphere	1.00
★ Sali Grill	3.00
★ Sali Digger	5.00
★ Sali's Executioner	7.00
● Soldier of Fortune	1.00
● Spiny Starfish	1.00
● Spining Wind	2.00
● Storm Clouds	5.50
● Stone Elemental	1.00
● Stronghold Spy	1.00
● Suffocation	1.00
● Surge of Strength	2.50
● Sunning Spirit	7.00
● Sunsw Defender	4.00
● Throwing Gliders	6.50
● Thought Lash	4.00
● Tide Control	2.50
● Tornado	3.00
● Unlikely Alliance	1.00
★ Uru's Engine	1.50
● Wardrift's War Riders	6.00
● Vicinal Drama	1.00
● Wondering Mage	4.00
● Whirling Corpse	1.50
● Winter's Night	4.00
● Yovinaya Aars	2.50

MIRAGE ??

WIZARDS OF THE COAST- 1996

Full Set (350 cards)	\$250.00
Starter Deck (60 cards)	8.50
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Comments	.15

★ Abyssal Hunter	3.50
★ Acidic Dogger	3.00
★ Akyra Golem	3.50
○ Akherite	2.00
● Akherite	1.00
● Amber Prison	5.50
● Amulet of Unmaking	3.75
● Ancestral Memories	5.00
★ Achen Powder	4.00
● Achna, Holy Avenger	4.00
● Auspicious Ancestor	3.00
● Bad River	1.00
● Baffled Foliage	3.00
● Baffled-Back Worm	1.00
★ Banning Ahrak	3.00
● Beast Golem	1.50
● Beast of Wonders	5.50
● Bentik Djina	4.00
● Blighted Shaman	.75
● Blind Fury	.75
○ Blinding Light	1.00
★ Bone Mask	4.00
● Brushweev	3.00
● Burning Palm Efreet	1.00
● Cedarsense Bloom	7.00
● Canopy Dragon	6.00
● Carrion	3.00
● Catacomb Dragon	8.00
● Calicid Down	12.00
● Canopic Wyvern	1.00
● Chocophase	5.00
● Choked Barnead	2.50
● Choker of the Sun	1.00
● Choker of the Sun	1.00
● Cage of Despair	4.00
● Consuming Frenzy	.75
● Coral Fighters	.75
● Crimson Hellkite	10.50
● Crimson Roc	1.00
● Crypt Cobras	1.00
● Crystal Golem	1.00
● Crystal Vahn	1.00
● Cursed Totem	5.00
● Cycle of Life	3.00
● Daring Aparation	3.50
● Decomposition	1.00
● Delirium	1.00

WENT UP

WENT DOWN

HEAVILY TRADED

● Discordant Spirit	4.00
● Dissipate	2.50
● Divine Retribution	3.00
● Dived Specter	1.00
● Dwarven Wines	1.50
● Early Harvest	3.50
● Elixir of Wealth	1.00
● Embroide Celph	3.00
★ Embroide Celph	5.50
● Energy Belt	4.00
● Energy Vortex	5.00
● Enlightened Tutor	3.00
● Enraged Enmies	1.00
● Ether Mill	1.00
★ Ethereal Champion	3.00
● Fellow Earth	1.00
● Favorable Destiny	1.00
● Fervent Archers	1.00
★ Final Fortune	9.00
● Fire Demand	1.50
● Flame Elemental	1.00
● Flech	3.50
● Flood Plain	1.00
● Floodgate	1.00
● Fangtog	1.00
★ Farbend Crypt	5.00
● Fazziken Wastes	6.50
● Fazziken Ghast	4.00
● Goblin Scouts	1.00
● Goblin Seasayer	1.00
● Grasslands	1.00
● Grim Frost	4.00
● Grinning Talem	12.50
● Hakin, Lureweaver	4.00
● Hall of Gerstone	5.00
● Hammer of Bogards	12.00
● Hatching of Night	4.00
● Hobet Gardon	1.00
● Hennetor Elmer	1.00
● Heunting Apparition	1.00
● Hezende Deaka	1.00
● Hivis of the Scale	4.00
● Hobble Hordes	1.00
● Icicles Golem	1.00
★ Ilirk Action	5.00
● Illumination	1.00
● Infernal Contract	3.50
● Ice Tusk Elephant	1.00
● Jalon's Influence	4.00
● Jungle Patrol	3.00
● Jungle Trail	1.00
● Koenek's Hoa	1.00
● Koenek's Parpe	1.00
● Kono Maekut	1.00
● Kukusia Factions	3.50
● Leaf Golem	1.00
● Leering Gorgyle	3.00
● Leon's Eye Diamond	5.00
● Locust Swarm	1.00
● Lure of Fey	4.50
● Malignant Growth	4.00
● Mana Prism	1.50
● Mengor's Blessing	1.50
● Mengor's Equity	2.00
● Mengor's Tome	5.00
● Marlo Diamond	2.50
● Mars	6.00
● Medusa	1.00
● Meliese Spirit	1.50
● Mind Bend	1.00
● Mind Harness	1.00
● Mindbender Species	3.00
● Mine Shade	1.00
● Mis' Caga	4.00
● Mist Dragon	6.50
● Moss Diamond	2.00
● Moon Valley	1.00
● Mendo Giffin	1.00
● Mystical Totem	3.50
● Natural Balance	4.75
● Nekobiki Djina	3.00
● Nocturnal Raid	1.00
● Null Chomber	5.50
● Painful Memories	1.00
● Parijago Golems	1.00
● Peapres' Caga	4.00
● Pearl Dragon	5.00
● Physician Deadbreath	5.00
● Physician Surge	3.00
● Physician Tribut	3.00
● Physician Vault	1.00
● Political Military	5.00
● Polyneoph	5.00
● Preferred Selection	4.00
● Prismatic Bone	1.00
● Prismatic Leaf	3.00
● Psychic Transfer	5.50
● Purgatory	4.00
● Purge of Unbog	4.00
● Radiant Essence	1.00
● Reindeer Scoldone	5.00
● Revenant Vampire	1.00
★ Revenant Pendulum	5.00
● Reckless Embargo	4.00
● Reflect Damage	5.00
● Reign of Chaos	1.00
● Reign of Terror	1.00
● Reparations	5.00
● Rock Bodish	4.00
● Rock To Pit	1.00
● Roots of Life	1.00

● Wildfire Embers	1.00
● Windsheep Falcon	1.00
● Whiffing Bean	1.00
● Worthy Tutor	1.00
● Yose	3.50
● Zebra Unicorn	1.50
● Zephra Commander	1.00
● Zillion of the Claw	5.00
● Zombie Mob	1.00
● Zubari, Golden Feather	5.00

VISIONS ??

WIZARDS OF THE COAST- 1997

Full Set (167 cards)	180.00
Booster Pack (15 cards)	2.50
Booster Box (136 packs)	80.00
Comments	.10



TOP 10 HOTTEST CARDS

2) Time Warp

The Forces That Be have notified us that this month's scatological index is relatively low. Here's your Daily Dose of SICK humor from Wizards. If you add on 'T' to the letters in "Time Warp," you get "prime want." Longer should. Ain't humor grand?

★ Sealed Illese	10.00
● Sand Golem	1.00
● Savagin Twister	1.00
● Savuok Monks	3.00
● Sealed Fata	1.50
● Seeds of Innocence	4.00
● Shadowlove	1.00
● Shadow Grove	5.00
● Shokku's Alition	1.00
★ Shokku, Endbinger	4.00
● Shimmer	5.50
● Sidor Jobari	1.00
● Sirox	1.00
● Sirox Diamond	3.00
● Soul Echo	4.50
● Soul Road	1.00
● Spatial Binding	1.00
● Spectral Guidance	4.50
★ Spirit of the Night	7.50
● Shaper	1.00
● Subterranean Split	4.00
● Sunweb	4.00
● Superior Numbers	1.00
● Sun'Ma Firewalker	1.00
● Trained Specter	4.00
● Tanwha	5.00
● Teko's Dragon	7.00
● Teko's Imp	3.00
● Teko's Ido	3.50
● Telen'Tar	3.00
● Telen'Tar's Dots	1.00
● Telen'Tar's Edit	3.00
● Teld'Wae	1.00
● Tumbolene Steinwell	5.00
● Turret of Love	3.00
● Tropical Storm	1.00
● Ukeki Wildcats	4.00
● Unholy Sling	1.00
● Unfulfilled Desires	5.00
● Unseen Walker	1.00
● Unyoro Bee Sting	1.00
● Unyoro Griffin	1.00
● Vapores Gijan	1.00
● Vendicta Battle	4.00
● Vigilant Moray	1.00
● Whiffing Cascade	1.00
★ Volcanic Dragon	8.00
● Volcanic Geysir	2.00
● Waiting in the Woods	5.00
● Warming Worm	4.00
● Wave Elemental	1.00
● Welping	3.50

● Wildfire Assault	10.00
● Wild Wind	.75
● Retribution of the Mask	4.00
● Righteous War	4.00
● Bowen	4.00
● Sons of Time	3.50
● Scolbido's Dre	.75
● Shining Sheen	.75
● Sinoon	.75

●	Orion, Santa Rekka	5.00	●	Singing Lizard	1.25
○	Orion's Prayer	.75	■	Shara Reka	.15
●	Overrun	3.25	●	Shara Foe	.75
○	Padrons	.15	■	Shan	.15
★	Palind	3.00	●	Sudden Impact	2.00
●	Patchwork Grimes	.75	■	Swamp	.15
●	Paul Macdolla	3.00	●	Tahagorth's Rage	1.00
★	Pegasus Refuge	4.00	□	Talon Silver	.15
●	Parash	1.00	●	Teleporter	.75
★	Physician Entomme	4.00	●	Thalekos Despairwear	2.25
●	Physician Talk	1.00	●	Thalekos Loveland	1.25
●	Physician Spiker	1.25	■	Thalekos Merfolk	.15
●	Pinch Badges	.15	■	Thalekos Siren	.15
★	Pine Banners	5.50	●	Thimblesaws	3.75
■	Pit Imp	.15	■	Tina Hob	.15
■	Plains	.15	●	Time Warp	12.00
■	Power Sink	.15	●	Tooth and Claw	3.00
●	Precognition	4.75	★	Torture Chamber	4.00
●	Propaganda	2.00	●	Tradewind Ruler	3.75
●	Puppet Strings	3.00	■	Trained Amaran	.15
○	Quaking Lind	1.25	●	Tranquility	.15
●	Rain of Tacos	2.50	●	Transfusing Ammolon	1.00
■	Reinhardt Growth	.15	■	Twitch	.15
●	Ranger en-Voc	2.00	●	Unstable Shapeshifter	4.00
●	Roth Dragon	10.00	●	Vec Township	.75
■	Rots of Roth	.15	★	Verdant Fane	.650
●	Reality Anchor	.15	●	Verdigris	.75
●	Reinhardt	1.75	■	What A Bell	6.00
●	Reap	1.00	●	Volkart's Curse	.15
●	Reckless Spite	1.25	■	Wall of Diffusion	.15
●	Recycle	6.00	○	Warrn	3.00
★	Reflecting Pool	10.00	●	Westoland	2.50
●	Renegade Worked	1.25	●	Watchdog	.75
○	Repentance	2.00	★	Whim of Valenth	3.00
●	Requie	.15	●	Whispers of the Vista	3.00
●	Rolling Thunder	.15	●	Wild Worm	1.25
★	Root Maze	5.00	●	Wind Dancer	1.75
●	Rootmolar Wurm	.15	●	Wind Drifts	.15
●	Roxavilla	.15	○	Winds of Roth	5.00
●	Rootwater Depths	1.25	●	Winged Silver	.15
●	Rootwater Diver	1.50	●	Winker's Eeep	.50
●	Rootwater Hunter	.15	●	Wood Sage	3.50
●	Rootwater Machinch	4.00	○	Worthy Cause	1.25
●	Rootwater Shamon	2.75			

PROMOTIONAL CARDS

★ Anni	5.00
★ Giant Badger	5.00
★ Mana Crypt	20.00
★ Netherhai Dragon	4.50
★ Seaweed of Entok	5.00
★ Windsooker Centaur	4.50

FACTORY SETS

AT-70 Barn Factory Set 1363 cards \$200.00
 This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.
 10,000 printed.

MTG Beta International Factory Set (363 cards)

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" as their Cards are also not tournament legal. 5,000 cards.

ATG Pro Tour Collector Set \$100.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.



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price guide

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Booster Box (36 packs)	100.00
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Unlisted Common Personnel cards	.60
Unlisted Uncommon cards	.75
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Single cards are worth 30% to 40% more than		
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Unltd Common Personnel cards	.50	
Unltd Uncommon cards	1.00	
Unltd Rare cards	3.00	

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Common Cards	.25	
Uncommon Cards	1.00	
UNLIMITED Rare Cards	4.50	

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DEEPERIC-1995		
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Booster Pack (15 cards)	3.00	
Booster Box (36 packs)	85.00	
Common Cards	.25	

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Booster Box (36 packs)	85.00	
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Califac	C	.10
Colonel Wall Yularen	U	1.00
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Comlink	C	.10
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Correllian Conche	U	2.00
Counter Assault	C	.10
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C2-3	C	.10
Dantoin	U	1.00
Dantoin	U	1.00
Dark Collaboration	U	6.00
Dark Hours	U	.50
Dark Jedi Lightsaber	U	1.00
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Dark Monsoon	C	.10
Dark Star	R	50.00
Darklo	U	1.00
Dark Java	C	.10
Death Star (4.5 Mil. Cor.	U	1.00
Death Star Plans	R	5.00
Death Star Sentry	U	1.00
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Death Star: Detention Block Corridors	C	.10
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Death Star: Docking Bay 327 (Light)	C	.10
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Force Is Strong With This One	R	3.50
Friendly Fire	C	.10
Full Scale Alert	U	.50
Full Throttle	R	3.00
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Fusion Generator Supply Tanks (light)	C	.10
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General Deofroma	U	1.00
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Gold 5	R	4.50
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I've Got a Problem Here	C	.10
I've Lost Ansel	U	1.00
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Imperial Blaster	C	.10
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Imperial Code Cylinder	C	.10
Imperial Pilot	C	.10
Imperial Reinforcements	C	.10
Imperial Trooper Guard	C	.10
Int. Chira, Ryby	R	3.50
It Could Be Worse	C	.10
It's Worse	C	.10
Ion Cannon	U	1.00
Java (dark side)	C	.10
Java (light side)	C	.10
Java Peck	U	1.00
Java Saita	U	1.00
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Kotan Sander	C	.10
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Lilo's Bork	U	.50
Lilo's Sporting Blaster	R	1.00
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Observation Holocam	U	.50
Old Ben	C	.10
On the Edge	R	3.00
Organo's Cor. Neckless	R	6.00
Our Most Despised Hour	R	5.50
Out of Nowhere	U	.50
Overload	C	.10
Overon Lors	U	1.00
Panic	R	1.00
Physical Choke	R	6.00
Plastered Armor	U	.50
Panda Bello	U	1.00
Papo	U	1.00
Pearce Attack	C	.10
Presence of the Force	R	7.00
Propellers	U	1.00
Proton Torpedoes	C	.10
Quad Laser Cannon	U	1.00
R2-G4	C	.10
R2X2	C	.10
R4-E1	C	.10
R4-W3	C	.10
Radar Scanner	C	.10
Roaster Terminal	U	.50
Robel Boner	C	.10
Robel Boner	C	.10

IQ

Rebel Pilot	C	10
Rebel Pilots	R	3.00
Rebel Reinforcements	C	10
Rebel Trooper	C	10
Red Leader	R	10.00
Red 1	U	1.50
Red 3	R	5.00
Restraining Bolt (dark side)	C	10
Restraining Bolt (light side)	C	10
Restricted Deployment	U	1.00
Return of a Jedi	U	50
Revolution	U	7.00
Ryder Ryked	C	1.00
Softon Kal Fas	C	10
Sondowar	C	3.00
Sondowar	C	3.00
Scanning Low	C	10
Scrap Link Access	C	10
Send a Detachment Down	R	5.00
Sense (dark side)	U	1.00
Sense (light side)	U	1.00
Set Fox Star	C	10
Sith-taunen Wohnen	C	10
Skywalkers	R	6.00
Sola Hos	R	3.00
Soloa-V-35 Landspeeder	C	10
Spaceport Spacers	U	.50
Special Modifications	U	1.00
Starmhooper	C	10
Starmhooper Backpack	C	10
Starmhooper Utility Belt	C	10
Sundown	U	1.00
Surprise Assault	C	10
Tactical Re-Coll	R	3.00
Tagge Seeker	C	3.00
Taivel	C	10
Tallen Ball	C	10
Tatiz	C	10
Targeting Computer	U	1.00
Tarkin Seeker	R	3.00
Tatooine (dark side)	C	10
Tatooine (light side)	C	10
Tatooine Utility Belt	C	10
Tatooine: Corfina	R	3.50
Tatooine: Corfina	R	3.50
Tatooine: Docking Bay 94 (dark side)	C	10
Tatooine: Docking Bay 94 (light side)	C	10
Tatooine: Dune Sea	C	10
Tatooine: Jawa Camp (dark side)	C	10
Tatooine: Jawa Camp (light side)	C	10
Tatooine: Jundland Wastes	C	10
Tatooine: Los" Matress Farm (dark)	C	.50
Tatooine: Los" Matress Farm (light)	C	.50
Tatooine: Mos Eisley (dark side)	C	10
Tatooine: Mos Eisley (light side)	C	10
Tatooine: Obi-Wan's Hut	R	7.00
Thank the Maker	R	3.00
This is All Your Fault	U	1.00
TIE Advanced x1	U	.50
TIE Fighter	C	.25
TIE Scout	C	.10
Times Nine (dark side)	C	10
Times Nine (light side)	C	10
Tonika Skies	R	8.00
Traffic Control	U	.50
Trinto Duboo	U	1.00
Trooper Charge	U	.50
Tubolizer Battery	R	3.00
Tusken Breath Mask	U	1.00
Tusken Boulder	C	.10
Tusken Scavengers	C	.10
2X3KPR	U	1.50
Ublikon 9000-2001	C	.10
Urial	R	5.50
Vader's Custom TIE	R	15.00
Vader's Eye	R	7.00
Vader's Lightsaber	R	11.00
Vaporator	C	.10
Wanfar's Courage	R	3.00
We're All Gonna ... !	R	5.50
We're Doomed	C	.10
WEB-F9-M1 Bantha Drad	R	3.00
WEB15-1653 Treadwell Ind.	R	3.00
Wookiee	U	1.00
Whang Tars	U	1.00
Wulir	U	.50
X-Wing	C	10
You Overshoot Your Choices	C	10
Your Eyes Can Believe You	U	1.00
Your Powers ... !	R	6.00

STAR WARS
UNLIMITED EDITION

PHOTO BY ROBERT HERZ/DELMONTE-1990

Full Set (330 cards)	\$50.00
Shatter (10 deck)	12.00
Shatter Box (15 deck decks)	90.00
Booster Pack (15 cards)	3.00
Cards are white bordered.	
Single cards are worth 25% to 35% of limited equivalents.	

A NEW HOPE EXPANSION

DEUTSCHE - 1995

Full Set (162 cards) \$200.00
 Booster Pack (15 cards) 3.00
 Booster Box (36 packs) 85.00

Advance Preparation	U	1.00
Adhesive	C	.10
Alternatives to Fighting	U	1.00
Acrons	C	.10
Astromech Shantag	U	.75
Attack Run	R	5.50
Balleged	R	3.50
Bepin Motors Void Spider THX 1138 C	C	.10
Block 4	U	1.00
Blast The Deur, Kill!	C	.10
Blue Milk	C	.10
Bowcaster	R	5.00
Bronco	C	10.00
Captoor Khargos	U	1.00
Cell 2187	R	6.00
Chevobacco	R	20.00
Dak'idor VII	C	4.50
Come With Me	C	.10
Commander Eevan Laplo	C	.10
Commander Vondeen Willard	U	.75
Commence Primacy Ignition	R	7.00
Commence Recharging	R	4.50
Conquest	R	15.00
Corrida	R	5.00
Corridors	C	.10
Corridors Slip	C	.10
Corusik Janika	R	6.00
Doz Barin	U	.75
Doik Wohrs	R	4.50
Death Star	R	16.00
Death Star Burner	C	.10
Death Star Tractor Beam	R	4.50
Death Star: Conference Room	U	.75
Death Star: Trench	R	4.50
Defel	C	.10
Definik Holocaine Board	R	5.50
Dionaea	R	4.00
Dialikk, Va'ts	D	.75
Double Agent	R	4.50
DS-614	R	4.50
Eject! Eject!	C	.10
Enhanced TIE Lesser Common	C	.10
Evader	U	1.00
Fire Extinguisher	U	.75
Genoof Lutce	U	.75
Ghrik	C	.10
Gold 2	U	1.00
Grappling Hook	C	.10
Greddo	R	12.00
Grimtaash	C	.10
Ham Dazz	R	5.50
Hot Milk	U	.75
Houjix	C	.10
Hunchback	R	5.50
Hyperwave Scan	U	1.00
Hypa	R	5.50
I Have...Bad Feeling About This	C	.10
I'm Here to Rescue You	R	1.00
I'm On the Locator	R	5.50
Isabel G'ort	C	.10
Imperial Commander	C	.10
Imperial Relishable	R	5.50
Imperial Justice	C	.10
Imperial Squad Leader	C	.10
Imun-T16 Skylegger	C	.10
Imunmon	U	1.00
It-O	R	6.00

Poste Pack (15 cards)	3.00
Poste Box (36 postals)	90.00
Selected Common cards	10.00
Selected Uncarman cards	.75

HOTH EXPANSION	
DECIPHER—1996	
Full Set (162 cards)	\$175.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Unlisted Common cards	.10
Unlisted Uncommon cards	.75
2-1B	
Admiral Ozzel	R .650
Aesek's Uighsaber	R 10.00
Artillery Barrage	R 4.50
AT-AT Cannon	U 2.50
Alderaan Cannon	U 2.00
Boda Tonk	R 4.50
Blizzard 1	R 7.50
Blizzard 2	R 5.00
Blizzard Soon 1	R 8.00
Blizzard Walker	R 1.00
Capitol Fleet	R 5.00
Collapsing Corridor	E 4.00
Commander Luke Skywalker	R 20.00
Concession Grenade	R 5.00
Dack Ralter	R 4.50
Death Watch	R 5.00
Death Squadron	U 7.50
Debris Zone	R 4.50
Disarming Lecture	R 7.00
Dual Laser Cannon	U 2.00
Echo Base Operations	R 4.50
Frozen Dinner	R 7.00
Fury Fury	R 4.00
General Calist Bodhi	R 4.00
General Veers	R 8.00
Golo Lesser Battery	U 2.00
High Anxiety	R 5.00
Hoth: Echo Corridor (dark side)	U 1.00
Hoth: Echo Corridor (light side)	C 1.15
Hoth: Wampa Cave	R 4.50
I Thought They Smelled Bod	R 6.00
Image of the Dark Lord	R 4.00
K-3PO	R 6.00
Lightsaber Deficiency	U 2.00
Major Ben Delin	R 4.00
Meteor Impact?	R 6.00
Mourning Root	R 3.00
Obi-Wanne (dark side)	C 1.15
Obi-Wanne (light side)	U 1.00
Planet Defender Ion Cannon	R 4.00
R3PO	R 5.00
Responsibility of Command	R 5.50
Rogue 1	R 9.00
Rogue 2	R 5.00
Rogue 3	R 2.00
Rug Hug	R 6.00
Scruffy-Looking Nef Herder	R 4.00
Sneakpocket	U 2.00
Surface Defense Cannon	R 3.50
Stalker	R 18.00
Tactical Support	R 4.00
Target The Main Generator	R 4.00
The First Tieceptor Is Away!	R 11.00
This Is Just Wrong	R 6.00
Trippole	R 6.00
Tyrant	R 13.00
Wampa	R 5.00
Weapon Malfunction	R 7.00
Wes Janson	R 4.00
Who's Scruffy-Looking	R 6.00
Yaggle Gakida	R 4.00
You Have Failed Me...	R 5.50
You Will Go to Dagobah	R 5.00
Zor Senesca	R 4.00
DAGOBAH EXPANSION	
DECIPHER—1996	
Full Set (180 cards)	\$200.00
Booster Pack (9 cards)	2.00
Booster Box (30 packs)	100.00
Common cards	.10
Unlisted Uncommon Cards	.50
4-LOM	
4-LOM	R 7.00
4-LOM's Concussion Rifle	R 4.50
A Dangerous Time	C 5.00
Ahch-To... Concern Me	R 5.00
At Peace	R 5.00
Average	R 15.00
Bad Feeling Have I	R 5.00
Banishing Ray	R 5.00
Basic	R 9.50
Basic's Mortar Gun	R 5.00
Bakian Concentration	R 4.00
Captain Needa	R 6.00
Commander Brendel	U 1.00
Commander Gleecat	U 1.00
Commander Nevarr	U 1.00
Corporal Deadrone	U 1.00
Corporal Vondole	U 1.00
Crossfire Damage	R 5.00
Dagobah: Big Cleaning	R 5.00

DAGOBAH EXPANSION

050PF-1996

Full Set (180 cards)	\$200.00
Booster Pack (9 cards)	7.00
Booster Box (60 packs)	100.00
Common cards	10
Unlisted Uncommon Cards	50

4-LDM	R	7.00
4-LDM's Concussion Rifle	R	4.50
A Dangerous Time	C	5.00
Acrobatics...Cocaine Use	R	5.00
At Peace	R	5.00
Avenger	R	15.00
Bad Feeling Fave I	R	5.00
Bombing Run	R	5.00
Book	R	9.50
Bonk's Manta Gun	R	5.00
Broken Concentration	R	4.00
Captain Needs	R	6.00
Commander Brando	U	1.00
Commander Giscard	U	1.00
Commander Nemer	U	1.00
Corporal Dordane	U	1.00
Corporal Vondole	U	1.00
Cartoony Domago	R	5.00
Degebn: Big Cleaning	R	5.00

HOTH EXPANSION

DECIPPEL - 1995

Full Set (182 cards) \$175.00

Dogpile: Cove	R	5.00
Dogpile: Yoda's Hat	R	6.50
Dozer	R	7.50
Denger's Blaster Carbine	R	5.00
Descent Into The Dark	R	5.00
Dragonmilk	R	4.00
Effective Repairs	R	5.00
Ergonomic Pilot Error	R	4.50
Executor	R	26.00
Executor: Hatchet	R	5.00
Executor: Meditation Chamber	R	5.00
Failure at the Cove	R	4.00
Field Promotion	R	4.00
Frigid	R	3.00
Frustration	R	4.00
Gen's Toolkit	R	5.00
Hiding in the Gorboga	R	5.00
Hoover's Tools	R	6.00
I Have a Bad Feeling... This	R	4.00
I Went That Way	R	4.00
IG-2000	R	7.00
IG-88	R	12.00
IG-88's Neural Inhibitor	R	4.00
IG-88's Police Cannon	R	4.00
It Is the Future You See	R	5.00
Jedi Invitiation	R	5.00
Landing Clew	R	6.00
Lands System?	R	5.00
Lieutenant Sube	R	5.00
Light Maneuvers	R	4.00
Location, Location, Location	R	4.00
Lost in Space	R	5.00
Luke's Backpack	R	4.00
Mac Hunter	R	6.00
Much Anger in Han	R	4.00
No Disintegrations	R	4.00
Old Wom's Acquisition	R	5.00
Order to Engage	R	4.00
Polarized... Power Coupling	R	4.00
Punishing One	R	6.00
Raised	R	4.00
Rebels	R	5.00
Report to Lead Vader	R	4.00
Ros Luk Ro'ad	R	5.00
Rycar's Rule	R	4.00
Six Wishes Not	R	4.50
Snugger's Blues	R	4.50
Sea of Skywalker	R	27.00
Space Slag (Light Side)	R	3.50
Stare Pile	R	4.00
The Dark Path	R	5.00
The Professor	R	4.00
This is More Like It	R	4.00
This is No Game	R	4.00
Through the Fees... Will See	R	4.50
Tight Squeeze	R	4.50
Unexpected Interruption	R	4.00
Visage of the Emperor	R	6.00
We Con... Dismantler Than	R	4.00
We Don't Need That Scan	R	4.50
WEAAAMAMADOOOW!	R	4.00
What... Bidding My Master?	R	4.00
Yoda	R	31.00
Yoda, You Seek Yoda	R	4.00
Yoda's Hope	R	1.25
Zuckuss	R	7.50
Zuckuss' Seize Rite	R	5.00

CLOUD CITY EXPANSION

DEBUTHER - 1997		
Full Set (100 cards)		
Booster Pack (9 cards)		2.50
Booster Box (150 cards)		125.00
Ability, Ability, Ability	L	.25
Abyss	U	1.00
Access Denied	L	.25
Adventure	R	4.00
All! And! Accessories!	R	4.00
All My Duties	R	4.00
All Too Easy	R	4.00
Attack	R	4.00
Armed And Dangerous	U	1.00
Artoo, Come Back At Once!	R	4.00
As Good As Gone	L	.25
Ammopholic Assault	R	5.00
Balden's Eye	R	4.00
Bespin (Dark)	U	1.00
Bespin (Light)	U	1.00
Bespin: Cloud City (Light)	U	1.00
Bespin: Cloud City (Dark)	U	1.00
Binders	L	.25
Blonic Head	R	5.00
Blotted Dead	L	.25
Blaster Proficiency	R	2.50
Boba Fett	R	35.00
Boba Fett's Blaster Rifle	R	12.00
Bounty	R	2.50

Bid Loss Of Control	L	4.00
Bright Hope	L	6.00
Captain Beau	R	6.00
Captain Han Solo	R	15.00
Captive Fury	U	1.00
Captive Pursuit	L	.25
Carbon-Freezing	U	1.00
Coruscate Chamber Console	U	1.00
Cheat	U	1.00
Chief Revival	R	6.00
Civil Disorder	C	.25
Cloak Of Sabers	U	1.00
Cloud Ear (Dark)	L	.25
Cloud Ear (Light)	C	.25
Cloud City Blaster (Dark)	C	.25
Cloud City Blaster (Light)	C	.25
Cloud City Engineer	C	.25
Cloud City Sabacc (Dark)	U	1.00
Cloud City Sabacc (Light)	U	1.00
Cloud City Technician	C	.25
Cloud City Trooper (Dark)	C	.25
Cloud City Trooper (Light)	C	.25
Cloud City: Carbonite Chamber (Dark)	U	1.00
Cloud City: Carbonite Chamber (Light)	U	1.00
Cloud City: Chiss Walkaway (Dark)	C	.25
Cloud City: Chiss Walkaway (Light)	C	.25
Cloud City: Dining Room	R	4.00
Cloud City: Escalator	C	.25
Cloud City: Gear Quarters	R	5.00
Cloud City: Infiltrator (Dark)	C	.25
Cloud City: Instructor (Light)	C	.25
Cloud City: Lower Corridor (Dark)	U	1.00
Cloud City: Lower Corridor (Light)	U	1.00
Cloud City: Performance 327	C	.25
Cloud City: Security Tower	C	.25
Cloud City: Upper Plaza Corridor (Light)	C	.25
Cloud City: Upper Plaza Corridor (Dark)	U	1.00
Clouds (Dark)	C	.25
Clouds (Light)	C	.25
Commander Become	U	1.00
Computer Interface	C	.25
Coroupe Of A Skywalker	R	5.00
Crack Shot	U	1.00
Cyborg Contract	U	1.00
Dark Approach	R	5.00
Dark Deal	R	5.00
Dark Strike	C	.25
Dark	C	.25
Deposit	R	4.00
Desperado Beach	U	1.00
Desperado On Sight	R	5.00
Dodge	C	.25
Double Back	U	1.00
Double-Crossing, No-Dead Swindler	C	.25
E On To	C	.25
E-3PO	R	6.00
End This Destructive Conflict	R	4.00
Epic Dual	R	7.00
Fall Of The Empire	U	1.00
Fall Of The Legend	U	1.00
Flight Escort	R	4.00
Focused Attack	R	5.00
Fence Field	R	4.00
Forced Landing	R	4.00
Frozen Assets	R	4.00
Gambler's Luck	R	5.00
Glancing Blow	R	5.00
Hovan	R	5.00
He's All Years, Bounty Hunter	R	5.00
Heart Of The Chem	U	1.00
Hero Of A Thousand Deaths	U	1.00
Higher Ground	R	4.00
Highlight	R	4.00
Hopping Mad	R	4.00
Human Shield	C	.25
I Am Your Father	R	5.00
I Don't Need Their Scum, Either	R	4.00
I Had No Choice	R	4.00
Imperial Decisive	R	1.00
Imperial Trooper Guard Dismant	R	1.00
Impressive, Most Impressive	R	5.00
Innocent Scoundrel	U	1.00
Intruder Array	R	4.00
Into The Ventilation Shaft, Luffy	R	4.00
It's A Trap!	R	1.00
Kabyc	R	1.00
Keep Your Eyes Open	C	.25
Lando Calrissian (Dark)	R	22.50
Lando Calrissian (Light)	R	22.50
Lando's Wrist Conklet	U	1.00
Leia Of Alderon	R	6.00
Levitation Attack	U	1.00
Lieutenant Cadus	U	1.00
Lieutenant Shadu	U	1.00
Lifeline Escape	C	.25
Lobot	R	10.00
Luke's Blaster Pistol	R	7.00
Mandalorian Armor	R	5.00
Moche Armless	R	5.00
NOOOOOOOOOOOOO!	R	4.00
Obstacle 7	R	7.00
Obstacle 8	R	7.00
Off The Edge	R	4.00
Old Pictures	R	4.00
Out Of Somewhere	U	1.00
Path Of Least Resistance	C	.25
Pain Van	R	4.00
Prepare The Chamber	C	.25
Princess Leia	R	27.00
Projective Telepathy	U	1.00
Protector	R	4.00
Punch It!	R	4.00
Put That Down	C	.25
Redemption	R	10.00
Release Your Anger	R	4.00
Reckless Pursuit De Tardisino	R	4.00
Rescue In The Clouds	C	.25
Restricted Access	C	.25
Rite Of Passage	C	.25
Shoehorn Hope	U	1.00
Shockinq Information	R	2.50
Shockinq Revelation	C	.25
Sloshy 1	R	17.50
Sloshy Away	R	4.00
Smoke Screen	R	4.00
Sonosault	C	.25
Sonic Backlash	U	1.00
Special Delivery	C	.25
Surprise	R	4.00
Sunspineous Glance	R	4.00
Swing And A Miss	U	1.00
TIE Scary Ships	C	.25
Tiee Harrie	U	1.00
Trooper Assault	C	.25
Trooper Jenol Bleedin	U	1.00
Trooper Units Atac	U	1.00
Ugloste	R	5.00
Uighnigh	C	.25
Uncontrollable Fury	R	4.00
Vader's Bounty	R	5.00
Vader's Cape	R	8.00
Wet & Foul Fan	R	4.00
Wet'n The Ball	R	4.00
Weapon Levitation	U	1.00
Weapon Of An Ungrateful Son	U	1.00
Wheeler Name	U	1.00
Wheeler Name	U	1.00
Why Didn't You Tell Me?	R	4.00
Wirkle	U	1.00
Wookiee Strangle	R	4.00
You Are Boated	U	1.00

SINGLES BAR

ILLUMINATI

Full Set	\$100.00	...200.00
Commons	10	.25
Uncommon	50	1.00
Rares	3.00	5.00

LEGEND OF THE FIVE RINGS: IMPERIAL EDITION

Full Set	\$475.00	...550.00
Commons	50	.75
Uncommon	150	2.00
Rares	4.00	7.00

LEGEND OF THE FIVE RINGS: EMERALD EDITION

Full Set	\$225.00	...275.00
Commons	10	.25
Uncommon	100	1.25
Rares	3.00	6.00

LSR: SHADOWLANDS

Full Set	\$200.00	...250.00
Commons	10	.25
Uncommon	100	1.50
Rares	3.00	5.00

LSR: FORBIDDEN KNOWLEDGE

Full Set	\$200.00	...250.00
Commons	10	.25
Uncommon	100	1.50
Rares	3.00	5.00

LSR: CRIMSON & JADE

Full Set	\$200.00	...250.00
Commons	10	.25
Uncommon	100	1.50
Rares	3.00	5.00

MYTHOS

Full Set	\$200.00	...250.00
Commons	10	.25
Uncommon	50	1.00
Rares	2.00	3.00

NETRUNNER

Full Set	\$275.00	...300.00
Commons	.05	.30
Uncommon	50	1.25
Rares	.75	1.50
Mythos	2.00	4.00

OVERPOWER

Full Set	\$300.00	...400.00
Commons	10	.25
Uncommon	25	1.00
Rares	3.00	5.00

SHADOWFIST

Full Set	\$200.00	...275.00

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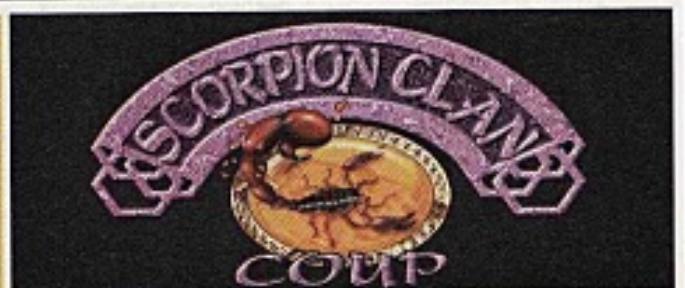
INQUEST PLAYERS GUIDE

HANDBOOK

What you need to know about the InQuest Players Guides

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with one other collectible card game in the Players Guide Spotlight, such as this issue's LSR: Scorpion Clan Coup.

THIS MONTH:



SAMPLE LISTING

Keeper of Kookus	SC	C	++	●	VS
• Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	++	●●●	L,U,R,4th,5th
• is the number of non-wall creatures in play on your side. */*.					
Kird Ape	SC	C	*****	●	AN,R
• Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•	●●●	LG
• Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	•	●●●	LG
• First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	•	●	LG
• 0/1.					
Kobold Taskmaster	SC	U	•	●●	LG
• Gains all your Kobolds +1/+0. 1/2.					

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in Alpha, Knights and Revised. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our boss, Cancer Man, told us. No, just kidding. We knew all that cool stuff because we've read all the cool reference charts in the following players guide pages. Cancer Man had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing Magic for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

***** Five Stars. The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

**** Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Metropolitans is a great card, but it only works in a couple of types of decks.

*** Three Stars. Smack dab in the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

** Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• One Star. The cream of the crop, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



SET ABBREVIATIONS

AI	Alliances	IA	Ice Age
AO	Antiquities	L	Limited (Alpha & Beta)
AH	Archen Myths	LG	Legends
B	Beta Limited	MG	Mage
CH	Chronicles	PR	Prima
DK	The Dark	R	Revised
FE	Fallen Empires	TM	Tempest
SE	Fifth Edition	U	Unlimited
SE	Fourth Edition	VS	Visions
HL	Homeworks	WL	Witchlight



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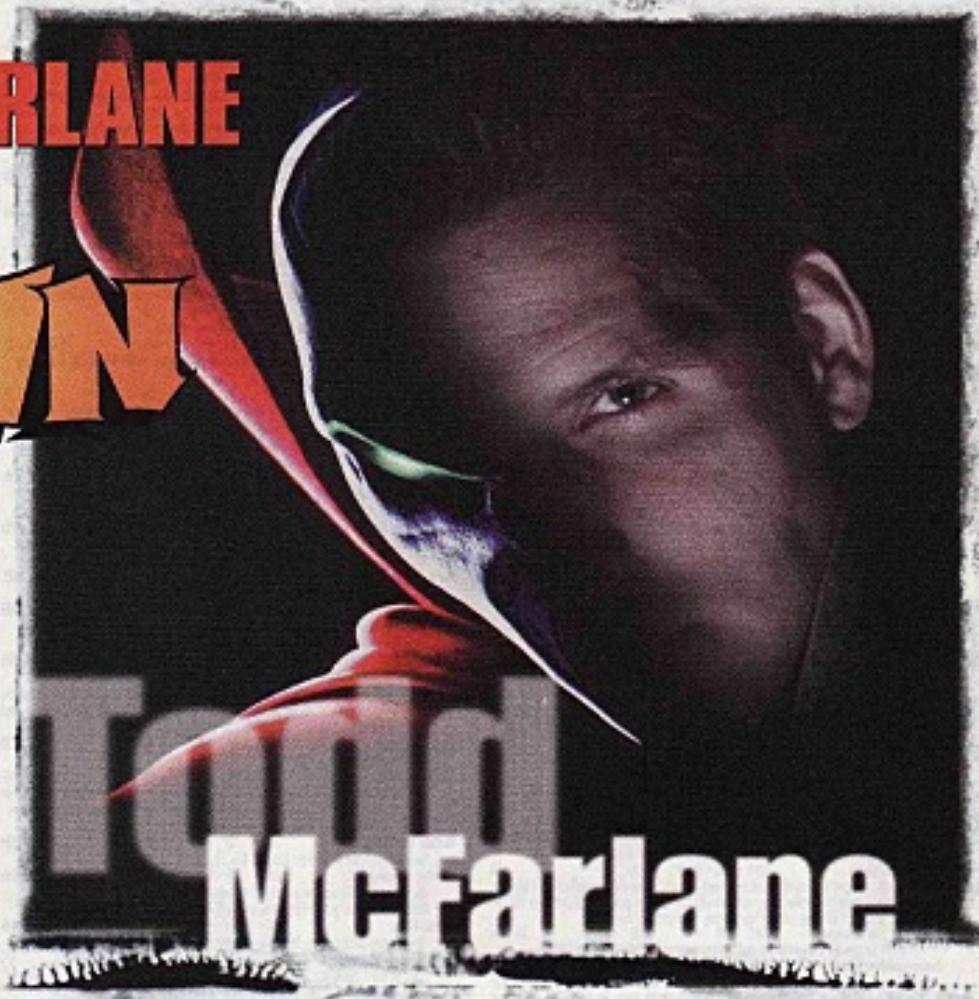
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Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Dragon Mask	ART	U	***	0	VS	Hive, The	ART	R	***	0	L, U, R, 4th, 5th	Juggernaut	ART	R	***	0	L, U, R
• (0): Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.						• (0): Create a Giant Wasp Token, a 1/1 flying artifact creature.						• (0): Cast attack each turn if possible. Can't be blocked by walls. 5/3.					
Every Horse	ART	R	**	0	AN, S, 4th	Horn of Declining	ART	R	***	0	16, OH	Ju Ju Bubble	ART	U	**	0	VS
• (0): Damp one of your attackers. Target horse as if it never attacked.						• (0): Target creature deals no damage in combat this turn.					• (0): If you play a card, bury Bubble. 0/1: Gain 1 life.						
Every Rhine	AC	C	**	0	HL	Horrible Hand	AC	U	**	0	MG	Knowledge Vault	ART	R	***	0	16
• (0): Target creature chooses target creature he or she controls. Put the token creature into play and treat it as a copy of that creature, the token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sensory.						Rampage 1, 2/2.	ART	R	***	0	L, U, R, 4th, 5th	• (0): Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.					
Triangle 4/5.	ART	R	**	0	TM	Howling Wine	ART	R	***	0	L, U, R, 4th, 5th	Karma Bell	ART	R	**	0	L, U, R, 4th
• (0): Target opponent chooses target creature he or she controls. Put the token creature into play and treat it as a copy of that creature, the token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sensory.						During each player's draw phase, that player draws an additional card.					• (0): Cast all swamps in play as 1/1 creatures that can be tapped for.						
Circle of Vitality	ART	U	**	0	MG	Ice Cauldron	ART	R	***	0	U	Kry Shield	ART	U	**	0	16
• (0): Comes into play tapped. • (0): Sacrifice: Gain 4 life. • (0): Sac: Gain 8 life.						• (0): Put the spell on Cauldron if there are no charge counters on it. Put X charge counters on Cauldron. You may cast that spell as though it were in your hand. • (0): Remove the charge counters to add more of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.					• (0): Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Black's Battle	ART	R	**	0	LA, 5th	Ice Manipulator	ART	R	****	0	LU, IA	Lopis, Lizard Tellerman	ART	U	**	0	M
• (0): Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						• (0): For target land, creature, or artifact.					• (0): Use a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.						
Even Lyte	ART	R	*	0	IE	Ignacious Evil	AC	U	**	0	MG	Lead-Belly Chimeras	AC	U	**	0	VS
• (0): • (0): Sacrifice Lyte: Target creature gets +2/+2 until end of turn.						• (0): Trample until end of turn. 3/4.					• (0): Triangle. Sacrifice Lead-Belly Chimeras. Put a +2/+2 counter on target Chimeras and it gains trample permanently. 2/2.						
Emerald Medallion	ART	R	**	0	TM	Blackwater Mask	ART	R	***	0	LU	Lead-Slayers	AC	U	**	0	MG
• (0): Your green spells cost 1 life less to play.						• (0): Summon a creature face down. You may add 0 to the casting to hide the creature's true text. Once the creature does damage, taps, or takes damage you must flip the creature over.					• (0): If Lyte attacks, it doesn't trample during your next upkeep phase. 3/5.						
Emmense Tarn	ART	R	**	0	TM	Implements of Sacrifice	ART	R	***	0	FE	Library of Long	ART	U	**	0	L, U, R, 4th, 5th
• (0): Draw two cards, then choose and discard one card.						• (0): • (0): Sacrifice to add 3 mana of any one color to your mana pool.					Skip your discard phase. If forced to discard, you can choose to discard the top of your library rather than your graveyard.						
Empirer	AC	R	**	0	TM	Infiniti Hooplax	ART	R	**	0	M, 5th	Life Glass	ART	U	**	0	16
• (0): Put a +1/+1 counter on Empirer. 2/2.						Put a life counter on Infiniti Hooplax during your upkeep. Any player may pay 0 to change any upkeep to remove a life counter. All creatures gain +1/+0 for each life counter on Infiniti Hooplax.					• (0): Sacrifice a creature during upkeep to gain life equal to its toughness.						
Eratz Grassis	AC	U	**	0	MG	Iron-Heart Chimeras	AC	U	**	0	VS	Life Matrix	ART	R	***	0	16
• (0): Larger spell or permanent is colorless until end of turn. 1/1.						Attacking does not cause Iron-Heart Chimeras to tap. Sacrifice: Put a +2/+2 counter on target Chimeras and attacking doesn't cause it to tap. 2/2.					• (0): Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature. Regenerate the creature.						
Essence Bottle	ART	U	**	0	TM	Iron Star	ART	R	***	0	LU, R, 4th, 5th	Life Eye Diamond	ART	R	**	0	MG
• (0): Put an elixir counter on Essence Bottle. • (0): Remove all elixir counters from Bottle. Gain 2 life for each elixir counter removed in this way.						• (0): Gain 1 life for any red spell cast. Can only give 1 life per spell.					• (0): Sacrifice Life Eye Diamond. Discard your hand. Add three mana of any one color to your mana pool.						
Exsavator	ART	U	**	0	TM	Every Cup	ART	U	**	0	LU, R, 4th, 5th	Living Armor	ART	C	***	0	DX, DH
• (0): • (0): Sacrifice basic land. Target creature gains +1/+0 until end of turn.						• (0): Gain 1 life for any white spell cast. Can only give 1 life per spell.					• (0): Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.						
Feldman's Cone	ART	C	**	0	AD, CL, 5th	Every Flower	ART	U	**	0	AD, R, 4th, 5th	Living Well	ART	U	**	0	LU, R
• (0): Remove Cone from game. Shuffle your graveyard into your library.						• (0): Beginning of your upkeep, gain 1 life for each card ever lost in your hand.					Counts on a well. • (0): Regenerates. 0/6.						
Fellow Stone	ART	U	**	0	LU, R, 4th, 5th	Jobart's Banquet	ART	U	**	0	W1	Indenture Bubble	ART	R	**	0	LU
• (0): Produce 1 mana of one color that opponent's lands may produce.						• (0): Target creature gains flanking until end of turn.					• (0): Sacrifice: Put up to four basic lands from a player's graveyard on top of its library. That player draws a card at the beginning of the next turn.						
Feng's Box	ART	R	**	0	LU, 5th	Jade Monolith	ART	R	**	0	LU, R, 4th, 5th	Lotus Petal	ART	C	***	0	TM
• (0): Summon spells cost on additional 0 to cast.						• (0): Reduces all damage from any creature to yourself.					• (0): • (0): Sacrifice Lotus Petal. Add one mana of any color to your mana pool.						
Fir Diamond	ART	U	**	0	AD	Jade Statue	ART	R	****	0	LU, R	Magma Mine	ART	U	**	0	VS
• (0): Fir Diamond: Draw a card.						• (0): Statue becomes 3/6 creature. Use only during an attack phase.					• (0): Put a counter on Magma Mine. • (0): Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.						
Flawless	ART	R	**	0	LU	Jahns' Ring	ART	R	**	0	W1	Magnetic Web	ART	R	**	0	TM
• (0): Target unlocked creature deals only 1 damage this turn.						• (0): Discard a card you just drew, and draw another to replace it.					• (0): Any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. • (0): Put a magnet counter on target creature.						
Fonteighth Amulet	ART	R	**	0	10	Jangler Automaton	ART	C	**	0	W1	Maledicta Talmess	ART	R	**	0	LU
• (0): Play off during upkeep or destroy Fonteighth Amulet. Prevent all damage over 2 turns to you by a sensory or instant.						• (0): Automaton attacks, unless all creatures defending player controls. 3/2.					• (0): Under a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.						
Fountain of Youth	ART	C	****	0	LU, CL, 5th	Jayendras Tome	ART	R	****	0	LU, R, 4th, 5th	• (0): Mana Crypt	ART	R	***	0	PR
• (0): Gain 1 life.						• (0): Draw a card.					• (0): Add 0 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.						
Fyndhorn Brew	ART	R	**	0	IA	Jester's Cap	ART	R	****	0	IA, 5th						
• (0): Give target creature first strike and +0/+0.						• (0): Sacrifice to look through target player's library and remove any three cards from the game.											
Gauntlet of Might	ART	R	***	0	LU												
• (0): All incoming attacks on extra. • (0): All red creatures gain +1/+1.																	
Gauntlet of Chaos	ART	R	**	0	LU, CL, 5th												
• (0): Sacrifice Gauntlet: Take control of an opponent's land, creature, or artifact. Then give that opponent all of your permanents of the same type.																	
Glasses of Drac	ART	R	**	0	LU, R, 4th, 5th												
• (0): Look at opponent's hand. No, he can't!																	
Goblin Lyre	ART	R	**	0	LU												
• (0): Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.																	
Goldekkie Sylex	ART	R	*	0	AD												
• (0): Every card. Antiques cards.																	
Gospedhat Catapult	AC	C	***	0	AD, 4th, 5th												
• (0): De 1 damage to a target flying creature. 2/2.																	
Green Mana Battery	ART	R	**	0	LU, 4th												
• (0): Put a creature in Green Mana Battery. • (0): Add 0 to your mana pool. Add 0 for each counter you remove as well.																	
Grindstone	ART	R	**	0	TM												
• (0): Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.																	
Grinding Token	ART	R	**	0	LU												
• (0): • (0): Sacrifice Token: Search target opponent's library for any card and put it face up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.																	
Grotto's Scepter	ART	R	**	0	M												
• (0): If you lose control of Scepter, put all cards under it into your graveyard. • (0): Put any card from your hand face down under Scepter. You may look at that card at any time. • (0): Return any card under Scepter to your hand.																	
Holm of Awakening	ART	U	***	0	VS												
• (0): Gain 0 cost less to play.																	
Holm of Outbreak	ART	R	**	0	LU, R, 4th, 5th												
• (0): Give target creature trample until end of turn.																	
Holm of Obedience	ART	R	****	0	M												
• (0): Put top card of opponent's library into his graveyard. Continue until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, turn Holm and put that creature into play under your control as though it were just cast.																	
Holm of Possession	ART	R	***	0	TM												
• (0): You may choose not to tap Holm of Possession during your upkeep phase. • (0): Sacrifice a creature. Gain control of target creature as long as you control of Holm of Possession and Holm of Possession remains tapped.																	
Holm of Talmess	ART	U	*	0	M												
• (0): Bring a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.																	



Necropotence



Anvil of Bogardan

Necropotence vs. Anvil of Bogardan. In the immortal words of the great Sylvester Stallone, "You're the disease and I'm the cure." There are lots of lethal Magic cards, but fear not. There's always an antidote. Take Necropotence for example. Getting outbrought seven-to-one sacks, so strip your opponent's discard phase away with Anvil of Bogardan. No discard phase means no cards, making it more like Necro-impotence.

Necro-Molla

For 0 less to cast on instant, interrupt, or enchantment.

Necro-Prism

• (0): Add 1 to your pool. • (0): Add one mana of any color to your pool.

Necro-Vault

• (0): Add 3 to your mana pool. • (0): Untap Necro-Vault: Use it only during your upkeep. Does 1 damage to you if it's tapped at the end of your upkeep.

Necro-Web

Whenever any land opponent controls is tapped for more, tap all lands he or she controls that can produce any type of mana that land can produce.

Necrokin

• (0): Add one colorless mana to your mana pool. 1/1.

Manager's Tome

Search your library and choose any five cards. Shuffle and put these cards face down under Tome to your hand. • (0): Instead of drawing a card, add the top card from under Tome to your hand.

MAGIC

The Gathering

PLAYERS' GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Marble Diamond	ART	U	***	0	AG
Comes into play tapped. (0) Add 0 to your mana pool.					
Marble Priest	ART	U	***	0	LG
All walls able to block. Merlin Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.					
Metrop. Golani	ART	U	***	0	VS
(0) Regenerates and put 0-1/-1 counters on Altopi Golani. 3/3.					
Mechanics	ART	R	***	0	L,UR,4th,5th
Creates with power greater than 2 do not untap during untap phase.					
Metallic Silver	ART	C	***	0	TM
Metallic Silver causes a silver. 1/1.					
Mightstone	ART	U	***	0	AG
All attacking creatures gain +1/+0.					
Mithras	ART	U	***	0	AD,R,4th,5th
(0, 0) Take the top 2 cards from target player's library and place them in that player's graveyard.					
Mind Stone	ART	C	***	0	WL
(0) Add one colorless mana to your mana pool. (0, 0) Sacrifice Mind Stone. Draw a card.					
Mirror Universe	ART	R	****	0	LG
(0) Sacrifice Mirror Universe during your upkeep to trade the points with opponent. Comes into play tapped.					
Mirro. Cage	ART	R	***	0	AG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Mirro. Cage deals 2 damage to him or her.					
Mirro. Groundbreaker	ART	U	***	0	0
(0) Sacrifice: Target land becomes a 3/3 artifact creature.					
Mirro. War Machine	ART	R	***	0	L,UR,4th
Bonus: Discard 1 card from your hand during upkeep or Mirro. War Machine taps and does 3 damage to you. 5/5.					
Misty Caves	ART	U	**	0	TM
(0) Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.					
Moss Diamond	ART	U	***	0	AG
Comes into play tapped. (0) Add 0 to your mana pool.					
Moss Emerald	ART	R	****	0	LG
(0, 0) Add 0 to your mana pool.					
Moss Jet	ART	R	****	0	LG
(0, 0) Add 0 to your mana pool.					
Moss Pearl	ART	R	****	0	LG
(0, 0) Add 0 to your mana pool.					
Moss Ruby	ART	R	****	0	LG
(0, 0) Add 0 to your mana pool.					
Moss Sapphire	ART	R	****	0	LG
(0, 0) Add 0 to your mana pool.					
Mystic Compass	ART	R	***	0	0
(0, 0) Target mana producing land becomes a basic land type of your choice until end of turn.					
Name Tolokon	ART	R	**	0	0
(0) Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cost.					
Related Singularity	ART	R	**	0	0
(0) Instead of their normal mana, plains produce (0), islands produce (0), swamps produce (0), mountains produce (0), and forests produce (0).					
Necropolis	ART	U	**	0	0
Creates as a wall. (0) Remove a creature in your graveyard from game. Put 0 +0/-1/-1 counters on Necropolis. It is the creature's cost. 0/1.					
Neurovirus's Disk	ART	R	****	0	L,UR,4th,5th
(0, 0) Destroy all nonland permanents. Comes into play tapped.					
North Star	ART	R	**	0	LG
(0, 0) You may cast one spell this turn using mana of any color.					
Novo. Pestle	ART	R	***	0	LG
(0, 0) Redirect all damage done to you by one source to target creature of opponent's choice.					
Novo. Rod	ART	R	**	0	WL
Players cannot play any artifact abilities requiring an activation cost.					
Obelisk of Undoing	ART	R	**	0	AD,CL,5th
(0, 0) Take one of your permanents in play back to your hand.					
Oblivious Golani	ART	U	***	0	L,UR,4th
0/0.					
Obol	ART	U	**	0	AD,R,4th
If Obol goes to any graveyard from play, its controller gains 2 life. 2/2.					
Obys Tolokon	ART	U	**	0	0
(0) Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cost.					
Oniholder	ART	U	**	0	AD,R,4th,5th
Rings 0/2.					
Pathog. Golani	ART	U	**	0	AG
(0) Rings until end of turn. 2/3.					
Patchwork Gnomes	ART	U	**	0	TM
Choose and discard a card. Patchwork Gnomes. 2/1.					
Peasant's Cage	ART	R	**	0	AG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Peasant's Cage deals 2 damage to him or her.					
Pearl Medallion	ART	R	**	0	TM
Your white spells cost 0 less to play.					
Pentagram of the Ages	ART	R	***	0	L,UR,4th
(0, 0) Prevent all damage done to you from one source.					
Phantom Devourer	ART	R	**	0	0
If Phantom Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put 0+X/-1 counters on Phantom Devourer, where X is equal to that card's casting cost. 1/1.					
Phantom Draughtsman	ART	R	**	0	AG
Transc. When Draughtsman comes into play, sacrifice any number of creatures with total power 1/2 or more, or bury them. 1/1.					
Phantom Force	ART	U	**	0	WL
(0, 0) Remove the bottom card of target player's graveyard from game. 0: Sacrifice: Remove a card in any graveyard from the game and draw a card.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Phantom Gravitee	ART	R	***	0	1W	Sand Galore	ART	R	***	0	AG
(0, 0) Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.						If a spell or effect controlled by an opponent causes you to discard Sand Galore, put Sand Galore from your graveyard into play at end of turn with a +1/-1 counter on it. 2/3.					
Phantom Hulk	ART	R	**	0	1W	Sands of Time	ART	R	***	0	VS
5/4.						Each player skips his upkeep phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untyped artifacts, creatures and lands. Sands of Time doesn't affect itself.					
Phantom Marauder	ART	R	**	0	VS	Sapient Medallion	ART	R	**	0	TM
Comes into play with X+1/-1 counters on it. Marauder cannot block.						Your blue spells costs 0 less to play.					
Phantom Portal	ART	R	**	0	0	Sanding Lunge	ART	R	**	0	TM
(0, 0) Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of these piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.						During your upkeep, if you have three or fewer cards in your hand, Sanding Lunge does 1 damage to target opponent.					
Phantom Sphere	ART	R	**	0	TM	Sands of the Unseen	ART	R	**	0	AG
(0, 0) Choose flying, fast strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.						Sands of the Unseen: Return all enchantments on target permanent you own to their owners' hand. Casting.					
Phantom Watch	ART	R	**	0	AG	Screamer	ART	R	**	0	DL
(0, 0) Prevent all damage to you from flying creatures this turn. 2/2.						Screamer: Prevent all damage to you from flying creatures this turn. 2/2.					
Phantom Web	ART	C	****	0	AG	Scull Back	ART	R	****	0	TM
0/0. Web Web Web: Return all cards in your hand and set these cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.						Scull Back: (0, 0) Choose any number of cards in your hand and set them aside. Put an equal number of cards from the top of your library into your hand.					
Phantom Walker	ART	C	**	0	VS	Sentinel	ART	R	***	0	LG,CR
(0, 0) Prevent all damage to you from flying creatures this turn. 2/2.						="1" when cast. When blocking, you may make "equal 1 + the power of the creature. Sentinel blocks. When attacking, you may make "equal 1 + the power of creature blocking Sentinel. 1/1.					
Phantom Web	ART	R	***	0	AG	Serpent Generator	ART	R	***	0	LG,DL,5th
(0, 0) Sacrifice a creature. Draw a card.						Serpent Generator: (0, 0) Put a Python Snake token, 0/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.					
Phantom Web	ART	C	****	0	AG	Sentinel Arrow	ART	C	****	0	HL
0/0. Web Web Web: Return all enchantments on target permanent you own to their owners' hand. Casting.						Sentinel Arrow: Put three arrow counters on Sentinel Arrow when it comes into play. 0/0. Remove one counter. Put a 1/-1 counter on target creature.					
Phantom Web	ART	R	***	0	AG	Sentinel Evolution	ART	R	**	0	WL
(0, 0) Web Web Web: Return all cards in your hand and set them aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.						Sentinel Evolution: (0, 0) Put 1/-1/-1 counters on Bokoblin and on Bokoblin's target creature. 2/2.					
Phantom Web	ART	R	**	0	AG	Sheeshka	ART	R	**	0	AG,4th,5th
(0, 0) Web Web Web: Choose a number from 0 to 6. Choose " when Sheeshka is cast and during each of your upkeeps. 0/1.						Sheeshka: (0, 0) " when Sheeshka is cast and during each of your upkeeps. 0/1.					
Phantom Web	ART	R	**	0	AG	Shield of the Ages	ART	R	***	0	IA
(0, 0) Web Web Web: Prevent 1 damage to you.						Shield of the Ages: (0, 0) Prevent 1 damage to you.					
Phantom Web	ART	R	**	0	AG	Shield Sphere	ART	R	***	0	AG
(0, 0) Web Web Web: Casts as a wall. If Shield Sphere is assigned to a blocker, put a 0/1 counter on it. 0/1.						Shield Sphere: Casts as a wall. If Shield Sphere is assigned to a blocker, put a 0/1 counter on it. 0/1.					
Phantom Web	ART	R	**	0	AG	Shiny Ring	ART	C	**	0	VS
(0, 0) Web Web Web: Add 0 colorless mana to your mana pool.						Shiny Ring: (0, 0) Add 0 colorless mana to your mana pool.					
Phantom Web	ART	R	**	0	AG	Skull Crawler	ART	R	***	0	LG,5th
(0, 0) Web Web Web: Add 0 for each counter you removed as well.						Skull Crawler: (0, 0) Sacrifice a creature to do 2 damage to any target.					
Reflecting Mirror	ART	R	**	0	0X	Skull of the Draken	ART	R	***	0	DL
(0, 0) Reflecting mirror keeps you from playing a card of your choice. It is equal to the casting cost of target spell.						Skull of the Draken: (0, 0) Bring an enchantment card from your graveyard into your hand.					
Relic Barrier	ART	R	****	0	1G	Sky Diamond	ART	R	***	0	AG
(0, 0) Tap target artifact.						Sky Diamond: Comes into play tapped. (0, 0) Add 0 to your mana pool.					
Ring of Immortals	ART	R	**	0	1G	Snake Basket	ART	R	***	0	VS
(0, 0) Counter interrupt or enchantment targeting a permanent you control.						Snake Basket: (0, 0) Sacrifice Snake Basket. Put X Cobras tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sensory.					
Ring of Metal	ART	R	**	0	AG	Snow Fortress	ART	R	***	0	AG
(0, 0) Sacrifice: Instead of drawing a card, select a card from outside the game.						Snow Fortress: Counts as well. (0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Ring of Reserves	ART	R	**	0	FE	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Randomly discard a card from your hand to draw two cards.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Rocket Launcher	ART	R	**	0	AD,R	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Ring of Reserves	ART	R	**	0	1W,UR,4th,5th	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Do 1 damage to any target.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Rustophager	ART	R	**	0	HL	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Thing. (0, 0) +1/+0 until end of turn. You cannot spend more than (0, 0) the way back turn. 0/2.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Ruby Medallion	ART	R	**	0	TM	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Your red spells cost 0 less to play.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Rusted Arch	ART	R	**	0	0	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Comes into play tapped. (0, 0) Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Ruined	ART	C	**	0	0X,CR	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
Sandals of Abdallah	ART	R	**	0	AG	(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					
(0, 0) Give bloodwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						(0, 0) +1/+0 until end of turn. (0, 0) +0/+1 until end of turn.					

MAGIC FACTS



Tired of constantly beating your opponent with damage or by running him out of cards? How about the ultimate challenge? Death by poison. There are six poison critters—*Crypt Cobra*, *Marsh Viper*, *Pit Scorpion*, *Sabretooth Cobra*, *Suq Alra Assassin* and *Swamp Mosquito*—and one way of wringing 'em out—the *Serpent Generator*.

Rotating Sphere **ATT** **R** **++** **•** **15** PA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.

Put a counter on Dell during upkeep. If Dell is unblocked at the end of your turn, it does X damage to you and is destroyed. X is the number of counters.

Rolling Wall AC 10 U *** ♦
Source: A wall, the *True Wall* spell (3.5) and mobile as an attack. The

Ball of Sharks 8 0 0 0

Counts on wall. Bounding 0/4.
Wall of Species **AC** **++** **0** **AD, 4th, 5th**
 First strike, counts on a wall 2/2.

Card of Death 827 E ***** 15
 ⇒ Look at the top card of target player's library. If that card is a nonland

Card: Look at a card at random from a player's hand. He must discard it.

or pay like equal to its costing cost (1 for a lord). Use only during your turn.
Var Bang **ADT** **U** ******* **•** **SK**

• If a target creature can't block, it can't be targeted by a *Wing* or *Leaves* spell.

Violating stocks in case. As long as Watchdog is unlogged, no investors attacking you get 1/2. 1/2.

Wall of Knowledge ART 8.  M.
An attacking creature must make a Strength check or has down chance to knock a card. If successful, the creature can't attack for the rest of the turn.

Scaling Concept **ABT** **R** **•** **•** **•** **•** **•**
②, ③ Give one of your creatures with power 3 or less flying until end of turn.

Entombed Deal one damage to each Flying creature and each player.
Entombed Deal one damage to each Flying creature and each player.

④ Put a counter on White Momo Battery. ⑤ Add ④ to your memo pool. Add ④ for each counter you removed as well.

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kind	CR	Rating	Cost	Sets Found
Beatty Hunter	SC	R	5	0	TM
• Put a bouncy counter on target non-block creature. •: Destroy target creature with only Beatty counters on it. 3/3.					
Beetlebeater	SC	C	0	0	MG
•: +1/+1 until end of turn. 2/2.					
Breeding Pit	EN	U	4	0	FL,5th
Put it 0/1. Toss it in play at the end of each of your turns. Pay • during upkeep or buy Breeding Pit.					
Blessed Shrine	SC	C	0	0	M
•: Sacrifice a creature to give a creature +2/+2 until end of turn. •: Sacrifice a creature to counter a summon spell. 1/1.					
Broken Vowage	BS	R	0	0	HL,5th
Buy target non-block attacking creature and return it to your hand. It has +0/+0 toughness and power equal to target creature. Buy tokens at end of turn.					
Broad of Cockroaches	SC	B	0	0	VS
If Broad of Cockroaches is put into your graveyard from play, pay 1 life and return Broad of Cockroaches to your hand at end of turn. 1/1.					
Burn Offering	BS	C	0	0	HL
Sacrifice a creature to add to your mana pool any combination of block and not mana equal to that creature's casting cost.					
Buried Alive	SOR	U	0	0	M
Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.					
Cedarsong Knight	SC	C	0	0	MG
Fling. •: Regenerate. 2/2.					
Ceremonies	BS	X	0	0	MG
Sacrifice a creature. Put this card into play or 0/1 block creatures.					
Carries Arms	SC	R	0	0	LG,4th,5th
•: +1/+1 until end of turn. 0/1.					
Carriesoneth	SC	R	0	0	TM
•: Remove Carriesoneth and target creature from the game. That creature's controller may pay • to counter this ability. Use this ability only if Carriesoneth is in your graveyard. 1/1.					
Casting of Stones	EC	C	0	0	HL
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of these cards.					
Catamount Dragon	SC	R	0	0	MG
Flying. Whenever Dragon is blocked by a non-block, non-Dragon creature, that creature's power is halved, rounded up. 4/4.					
Cemetery Gate	SC	C	0	0	HL
Protection from Black. 0/5.					
Chain of Mephistopheles	EN	R	0	0	15
Except for the first card drawn in chose phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.					
Choking Sands	SOR	C	0	0	MG
Bury target non-swamp land. If that land is a non-basic land, Choking Sands costs 2 damage to the land's controller.					
Choking Vines	SC	U	0	0	W1
Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury Vines. If Vines are in your hand, you may discard it. Play this ability as an instant. 3/2.					
Circle of Confusion	EC	C	0	0	MG,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Cle Silver	SC	C	0	0	TM
Each Silver gains •: Regenerate this creature. 1/1.					
Coverage	SOR	C	0	0	VS, W1
Look at target opponent's hand and make him discard a card of your choice.					
Coffin Queen	SC	R	0	0	TM
You may choose not to step Coffin Queen during your upkeep phase. •: Put target creature card from any graveyard into play under your control. Remove that creature from the game if Coffin Queen becomes untargeted or if you lose control of Coffin Queen. 1/1.					
Colts of the Madusa	EC	C	0	0	W1
Enchanted creature gets +1/-1. Sacrifice Colts of the Madusa. Destroy all non-block creatures blocking enchanted creature.					
Commander Greaves & Nec	SC	R	0	0	TM
When Commander Greaves & Nec comes into play, sacrifice a creature. Seven cannot be blocked except by artifact creatures and block creatures. 7/5.					
Contagion	BS	R	0	0	AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two 2/1 creatures on any numbers of creatures.					
•: Control from Below	SOR	R	0	0	HL,5th
Discard your hand; draw an additional one card and return six cards.					
Corrupt Debris	BS	R	0	0	W1
Blockade. •: Put the top creature card from your graveyard into play. That creature is untargeted by summoning sickness this turn. Remove the creature from the game at end of turn.					
Cosmic Horror	SC	R	0	0	LG,4th
First player: Pay •: during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/2.					
Crypt Cabins	SC	R	0	0	MG
If Cabins attacks and is not blocked, defending player gets a poison counter. 3/3.					
Crypt Rats	SC	R	0	0	VS
•: Crypt Rats deals 1 damage to each creature and player. Spend only block damage in this way. 1/1.					
Curious Whishes	SC	R	0	0	AI, CR
•: Each player loses 1 damage to any target; you choose first. 1/3.					
Curse Artifact	EA	R	0	0	CR
Controller of target artifact must buy • during upkeep or lose 2 life.					
Cursed Land	BS	R	0	0	LG,4th,5th
•: Do 1 damage to controller of target land during upkeep.					
Cyclopean Mantling	SC	R	0	0	LG,4th
Remove Mantling from going if it goes to graveyard. 2/1.					
Death of the Dead	SC	U	0	0	HL
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not unblock as normal. You must pay •.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Dark Beaching	BS	C	0	0	BL,ME,TN	Dread of Night	EN	U	0	0	TM
Bury target non-block creature.						All white creatures get -1/-1.	SC	U	0	0	MG
Dark Privilege	EC	C	0	0	VS	Dread Specter	SC	U	0	0	MG
Enchanted creature gets +1/+1. Sacrifice a creature. Regenerate.						Whenever Dread Specter blocks or is blocked by a non-block creature, destroy that creature or end of combat. 2/2.					
Dark Rival	BS	C	0	0	TM	Dread Wight	SC	R	0	0	AI
Add • to your mana pool.						At the end of combat, put a +1/+1 counter on any creature blocked by or blocking Dread Wight and flip it. If the creature has a +1/+1 counter, it does not unblock during upkeep phase. The creature's controller may pay • to remove it counter at any time. 3/4.					
Darkness	BS	C	0	0	15	Drugs of Sorrow	SOR	R	0	0	TM
Creates attack and block as normal but deal no damage.						Destroy 2 target non-block creatures. Discard 2 cards.					
Darkling Station	SC	C	0	0	TM	Drift of the Dead	SC	U	0	0	HL
•: Regenerate Station. •: Station gets +1/-1 until end of turn. 1/1.						Counts as a will. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. 1/1.					
Darkness	BS	C	0	0	TM	Drudge Skeletons	SC	C	0	0	LG,5th
Switch the top card of your library with one of the cards up for ante.						•: Regenerate. 1/1.					
Deathly Embrace	EN	U	0	0	TM	Drudge Spell	EN	U	0	0	HL
•: Target creature gains shadow until end of turn. 1/1.						•: Remove 2 creatures from graveyard from the game. Bring Skeletons token into play. Skeleton is a block 1/1 creature. •: Regenerate. All discarded tokens are discarded if Drudge Spell leaves play.					
Deathly Blood	SC	U	0	0	TM	Dry Spell	SOR	C	0	0	HL
Shadow. Whenever any creature with shadow is put into any graveyard to play, put a +1/+1 counter on Deathly Blood. 1/1.						Dry Spell deals 1 damage to each creature and player.					
Deathly Horror	SC	C	0	0	TM	Byzantine	SC	R	0	0	AI
Shadow. Deathly Horror cannot be blocked by white creatures. 2/1.						CE: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.					
Deathly Marauder	SC	C	0	0	TM	Enter of the Dead	SC	U	0	0	DE
Shadow. 3/1.						Choose a creature in any graveyard and remove it from the game. Enter of the Dead. 3/4.					
Deathly Monarchy	SC	U	0	0	TM	Eban Preacher	SC	R	0	0	RE
Shadow. •: Deathly Monarchy gets +1/+1 until end of turn. 2/1.						Temple. First strike. Put a +1/+2 counter on Eban Preacher during upkeep. Sacrifice one creature during upkeep to remove a +1/+2 counter, adding a +1/+0 counter if it is still not sacrificed. 5/3.					
Death Pit of Ruth	EN	U	0	0	TM	Ebony Charm	EN	C	0	0	RE
•: Target creature gains shadow until end of turn. 1/1.						Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in one player's graveyard, or target creature can only be blocked by artifact or block creatures this turn.					
Deathspire	BS	R	0	0	LG,5th	El-Bragi	SC	R	0	0	LG,5th
•: Counter a green spell.						Gain 1 life for every point of damage El-Bragi inflicts. 1/1.					
Deathstroke	BS	R	0	0	LG,5th	Endless Sorrow	SOR	C	0	0	TM
Shadow. Sacrifice Deathstroke. Defending player chooses card and discards three cards. Use this ability only Deathstroke is attacking and unblocked. 2/1.						Enchanted creature gets +3/+0.					
Deathly Wraith	SC	C	0	0	LG	Demon's Consultation	BS	U	0	0	LG,5th
Sneak attack. •: +1/+1 until end of turn. 1/3.						Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.					
Deathly Wraiths	SC	R	0	0	LG,5th	Demon's Hand	SC	R	0	0	LG,4th,5th
•: Destroy target land. Put • during upkeep or lands are tapped and your opponent chooses 1 or more of yours to be destroyed. 5/5.						Take 2 damage at end of turn if Deathly Wraiths don't attack. 2/3.					
Demonic Tarnish	BS	R	0	0	AI	Demon's Hand	SC	R	0	0	LG,5th
Target creature deals no damage during combat and may not attack.						•: Deathly Wraiths may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 2/6.					
Demonic Tutor	SOR	R	0	0	LG,5th	Demon's Tarnish	BS	R	0	0	LG,4th,5th
Choose one card from your library and to your hand.						Target creature deals no damage during combat and may not attack.					
Demon's Tutor	SC	R	0	0	LG,5th	Demon's Tutor	BS	R	0	0	LG,4th,5th
•: Demon's Tutor	SOR	R	0	0	LG,5th	Demon's Tutor	SC	R	0	0	LG,4th,5th
Choose one card from your library and to your hand.						Target creature deals no damage during combat and may not attack.					
Demon's Tutor	SC	R	0	0	LG,5th	Demon's Tutor	SC	R	0	0	LG,4th,5th
•: Demon's Tutor	SOR	R	0	0	LG,5th	Demon's Tutor	SC	R	0	0	LG,4th,5th
Four block spells cost an additional •.						Target creature deals no damage during combat and may not attack.					
Desolation	BS	U	0	0	VS	Demon's Tutor	SC	R	0	0	LG,4th,5th
At the end of each turn, each player who tapped a land for mana during that turn sacrifices 1 land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.						Target creature deals no damage during combat and may not attack.					
Diseased Feline	BS	C	0	0	TM	Demon's Tutor	SC	R	0	0	LG,4th,5th
Target player sacrifices a cat.						Target creature deals no damage during combat and may not attack.					
Disruptive Whirl	SC	C	0	0	LG	Demon's Tutor	SC	R	0	0	LG,4th,5th
Sneak attack. •: +1/+1 until end of turn. 1/3.						Target creature deals no damage during combat and may not attack.					
Diseased Vermin	SC	R	0	0	AI	Demon's Tutor	SC	R	0	0	LG,4th,5th
During your upkeep, deals one damage to one opponent. If Vermin damages a player in combat, put a counter on it. 1/1.						Target creature deals no damage during combat and may not attack.					
Disturbed Burial	SOR	C	0	0	TM	Demon's Tutor	SC	R	0	0	LG,4th,5th
Buyback •. Return target creature from your graveyard to your hand.						Target creature deals no damage during combat and may not attack.					
Demonology	SOR	R	0	0	LG,5th	Demon's Tutor	SC	R	0	0	LG,4th,5th
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.						Target creature deals no damage during combat and may not attack.					
Dread Life	SOR	C	0	0	LG,4th,5th	Demon's Tutor	SC	R	0	0	LG,4th,5th
Do 1 damage to target for each • spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.						Target creature deals no damage during combat and may not attack.					



Furnace of Rath vs. Honorable Passage:

Getting slammed with six-point Incinerates or 12-point Bull Lightnings sucks. And since whacking your opponent over the head with your life counter is unsportsmanlike, you'll have to resort to more direct measures—like Honorable Passage. Take that six damage and stuff it back at your opponent—and don't forget to double it again! Yeah.

Enfeeblement

Enchanted creature gets -2/-2.

Egg Raiders

Take 2 damage at end of turn if Egg Raiders don't attack. 2/3.

Evil Eye

Take 2 damage at end of turn if Evil Eye doesn't attack. 2/3.

Evasion's Justice

Evil Eye deals 2 damage to each creature and player.

Eviction

Remove all counters of any creature type of your choice.

Fallen Axe

During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged.

Fallen Angel

Sacrifice a creature. Fallen Angel gets +2/+1 until end of turn. 3/3.

Fallen Axeman

Block. 2/2.

Fatal Blow

Bury target creature that was damaged this turn.

Fatal Love

Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.

Fear

Only block or artifact creatures may block target creature.

Feed of the Unicorn

Target creature gets +4/+4.

Feed of Fortune

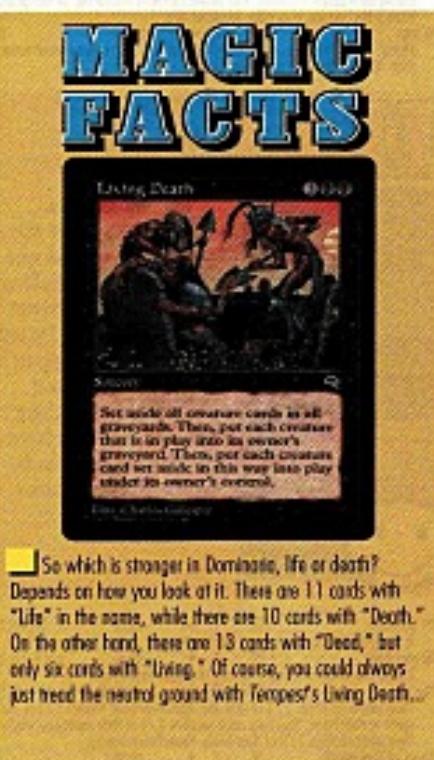
Buy target non-block, non-block creature or put a bumble token into play.

Feed of Fortune as a 2/2 block creature.

Feed Shadow

Flying. 2/1.

Name	Kind	DR	Rating	Cost	Sets Found	Name	Kind	DR	Rating	Cost	Sets Found	Name	Kind	DR	Rating	Cost	Sets Found
Festering Evil	EN	U	***	@@@	W1	Hell's Conqueror	SC	R	***	@@	10, CH	Kennedy's Hex	SOR	U	**	@@@	W1
During your upkeep, Festering Evil deals 1 damage to each creature and player. @@: Sacrifice: Do 3 damage to each creature and player.						@@: Sacrifice a creature to get a creature in your graveyard into play. 1/1.						Damage to each non-block creature and an additional 1 damage to each green creature.					
Felid Horror	SC	C	***	@@@	MG	Widow Horror	SC	U	***	@@@	W1	Kennedy's Spike	SC	R	**	@@@	VS
@@: +1/+1 until end of turn, 1/2.						When Horror comes into play, discard a creature card or bury Horror. 4/4.						Sacrifice all permanents. Discard your hand. Target player loses 5 Ms.					
Fervent Conviction	EN	R	***	@@@	W1	Haar Skulde	SC	C	***	@@@	W1	Keeper of Tremors	SC	R	***	@@	W1
@@: but a -1/-1 counter on target creature.						@@: +1/+1 until end of turn, 1/2.						If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 5/4.					
Fervent Strength	HS	C	***	@@@	W1	Harrow of Horrors	EN	U	***	@@@	W1	Kazandria	SC	R	**	@@@	TM
Enchanted creature gets +2/+0. Compo.						Sacrifice a swamp to regenerate a block creature.						First strike. During your upkeep, if your opponents control no creatures, Kazandria deals 4 damage to you. 4/4.					
Foolish Djinn	SC	C	***	@@@	W1	Howl from Beyond	HS	C	***	@@@	W1, CH, CH	Keldeon Dead	SC	R	***	@@@	AN
Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.						Target creature gains +X/+0 until end of turn.						Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.					
Flow of Maggots	SC	E	**	@@@	W1	Hypocrite Lemure	SC	U	***	@@@	W1	Keldeon Dead	SC	C	***	@@	W1, 5th
@@: They may not be blocked by non-block creatures. 2/2.						@@: Gain Flying and +1/-1 until end of turn. 4/3.						You must sacrifice a creature when Keldeon Dead comes into play.					
Forbidden Crystal	EN	E	***	@@@	MG	Hymn to Tawrah	SOR	C	****	@@@	FE	Knephite Specter	SC	U	****	@@@	TM
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.						Target player randomly discards two cards from his hand.						@@: Hypnotic Specter	SC	U	****	@@@	W1, 4th
Forbidden Ritual	SOR	E	**	@@@	VS	@@: Hypnotic Specter	SC	U	****	@@@	W1, 4th	Ryphing	SC	R	**	@@@	TM
Sacrifice a card in play. Target opponent loses 2 Ms unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.						Target creature gains +X/+0 until end of turn.						Player damaged by Specter must discard a card at random. 2/2.					
Forsaken Wastes	EN	E	***	@@@	MG	Hyperion	SC	U	***	@@@	W1	Knephite Specter	SC	U	****	@@@	W1, 5th
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's controller loses 5 life.						Destroy a land. If it is a swamp-covered land, its controller takes 1 damage.						@@: Destroy target creature blocking Knight of Dark. 2/2.					
Foul Familiar	SC	C	***	@@@	W1	Hyperion	SC	U	***	@@@	W1	Knights of Stronghold	SC	U	***	@@@	W1, 5th
May not block. @@: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						Protection from white. 5/5.						Protection from white. @@: +1/+0. @@: First strike, 2/1.					
Frenzied Monitor	SC	E	**	@@@	W1	Inspiration	EC	E	***	@@	W1	Kouklan Falls	EW	R	**	@@@	W1
Remove 3 creatures from your graveyard from the game when casting Monitor. For each creature removed, from the game in this way, give a permanent +2/+0, +1/+1, or +0/+2. 3/1.						@@: Prevent target creature from attacking, blocking, or tapping. Inspiration is destroyed if victim is not paid.						During your upkeep, top target creature you control or bury Kouklan Falls. No creature can attack you unless its controller pays an additional @@ whenever the creature attacks.					
Frozen Shade	SC	C	***	@@@	W1, CH, CH	Leap's Toss	HS	U	**	@@@	W1	Krevikos Elemental	SC	U	**	@@@	W1
@@: +1/+1 until end of turn, 0/1.						Buyback. @@: Target creature attacks this turn if able.						@@: Give a creature +1/+0 until end of turn. @@: Give a creature you control flying until end of turn. Both creatures attack at end of turn. 1/1.					
Funeral Charm	HS	C	***	@@	VS	Infidel Contract	SOR	E	***	@@@	W1	Krevikos Elemental	SC	U	**	@@@	W1
Choose one—target player chooses and discards a card, or target creature gets +2/+1 until end of turn, or target creature gains swampwalk and end of turn.						Pay half your life, rounded up. Draw four cards.						@@: Give a creature +1/+1. Compo.					
Furious March	EC	C	**	@@@	W1, CH, CH	Infidel Darkness	EN	E	***	@@@	W1	Krevikos Felish	EC	E	***	@@@	W1, 5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignite this effect if he controls no other creatures.						@@: +1 Ms. All mana-producing lands produce @@ instead of their normal mana.						Target creature gets +1/+1. Compo.					
Gallowbald	SC	E	***	@@@	W1	Infidel Toss	EN	U	**	@@@	W1	Krevikos Felish	SC	R	**	@@@	W1, 5th
@@: Pay 1 Ms. Temple. 5/5.						Buyback. @@: Target creature attacks this turn if able.						@@: Ignite this effect. If Krevikos Felish is in your graveyard with a summon card directly above it, you may put Krevikos Felish into your hand.					
Gangrene Zombies	SC	C	**	@@@	W1	Infidel Contract	SOR	E	***	@@@	W1	Krevikos Honor	SC	R	**	@@@	W1
@@: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						Pay half your life, rounded up. Draw four cards.						@@: Sacrifice a creature to have Krevikos Honor deal one damage to target creature or player. 2/2.					
Gate to Phryneia	EN	U	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Sacrifice a creature during your upkeep to destroy an artifact.						@@: +1 Ms. All mana-producing lands produce @@ instead of their normal mana.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Gate of Pain	SOR	C	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending players this turn. If you do so, it instead deals damage equal to its power to any target creature.						@@: +1 Ms. All mana-producing lands produce @@ instead of their normal mana.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Ghost Haunts	SC	U	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
After long does not cause Ghost Haunts to tap. Gain first strike if blocking or blocked by white creature(s). 1/1.						@@: +1 Ms. All mana-producing lands produce @@ instead of their normal mana.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Ghost of the Damned	SC	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Giants Slug	SC	C	**	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
@@: Give Slug knowledge ability of your choice on your and turn. 1/1.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Gloom	EN	U	****	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
White spells and white enchantments casts now require an extra @@.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Glyph of Death	HS	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Enchanted creature blocked after target card or destroyed after combat.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Grandmother Sing	SC	R	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
@@: Inflict target creature -1/+1 until end of turn. 3/3.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Grotesque Robbers	SC	R	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
@@: Remove an artifact in any graveyard from game. Gain 2 Ms. 1/1.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Gronkbone Zombie	SC	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Groundskele	HS	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Target creature may not regenerate this turn. Compo.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Grenade	SC	C	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
When Envenigator comes into play, you may return target creature card from your graveyard to your hand. 2/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Grenade Service	EC	C	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
You may choose to play Grenade Service as an instant; if you do, buy it at end of turn. Enchanted creature gets +1/+1 and is block.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Greater Winnow	SC	C	***	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
After combat, put a -0/+2 counter on all creatures that blocked winnow. 2/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Greed	EN	R	**	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
@@: Pay 2 Ms. Draw a card.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Guardian Beast	SC	E	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
If stopped, prevents the stealing, destruction, or enchantment of your non-white artifacts. 2/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Herbivore	SC	E	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
During your upkeep, pair a -1/+1 counter on each creature. 2/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hesitant Gossips	SC	C	**	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Pay @@ when Hesitant Gossips attacks at least 2 Ms. 3/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hunting Misery	SOR	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Remove X creature cards in your graveyard from the game. Hunting Misery deals X damage to target player.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hunting Wind	EN	U	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Do 1 damage to onlooker's controller each time an onlooker is tapped or its control cost is paid.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Headless Horseman	SC	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Speaking of Sleepy Hollow, this card is so boring it makes us sleepy. 2/2.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Headless Horseman	HS	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Remove target card in any graveyard from the game. Compo.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Headless Horseman	EN	E	***	@@@	W1, CH, CH	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Sacrifice four creatures when Headless Horseman comes into play. @@: Tap a swamp you control to have Headless Horseman deal 1 damage to any target.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hell Secure	HS	C	**	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Mute all creatures -1/-1 until end of turn.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hellfire	SOR	E	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Destroy all non-block creatures. Hellfire does 1/3 damage to you, where X is the number of creatures killed in the removed.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hellfire	SC	E	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Destroy all non-block creatures. Hellfire does 1/3 damage to you, where X is the number of creatures killed in the removed.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hellfire	SC	E	***	@@@	W1	Infidel Darkness	EN	U	***	@@@	W1, CH, CH	Krevikos Honor	SC	R	**	@@@	W1
Destroy all non-block creatures. Hellfire does 1/3 damage to you, where X is the number of creatures killed in the removed.						@@: Inflict target creature -1/+0 until end of turn. 0/2.						@@: Ignite this effect. If Krevikos Honor is in your graveyard with a summon card directly above it, you may put Krevikos Honor into your hand.					
Hellfire	SC</																



So which is stronger in Dominica, life or death? Depends on how you look at it. There are 11 cards with "Life" in the name, while there are 10 cards with "Death." On the other hand, there are 13 cards with "Dead," but only six cards with "Living." Of course, you could always just turn the cards over and look at the reverse side.

Infernal Denizen	SC	R	•	•••	
During upkeep, you must sacrifice two swamps or Infernal Denizen become tapped, and target opponent may gain control of a creature you control or his choice. • Gain control of target creature. 5/7.					
Infernal Harvest	SCB	C	•••	•••	V
Return X swamps you control to its owner's hand. Infernal Harvest deals X damage, divided any way, among any number of target creatures.					
Infernal Medusa	SC	U	•••	•••	U
Destroy all non-well creatures blocking or blocked by Medusa. 2/4.					
Infernal Tribute	EN	R	•••	•••	T
• Sacrifice a card in play. Draw a card.					
Initiates of the Iron Hand	SC	C	•	••	FE, 5
• Add 1 to your mana pool. Buy Initiates if more than 8 is spent this way in one turn. 1/1.					
Inspiration	SCB	C	•	•••	D
Excessive target player's hand. Do one damage for each white card.					
Insidious Bookworms	SC	C	•	••	A
••• Target player discards a card at random. Use only when Bookworms is put into graveyard from play only once. 1/1.					
Inti Singhi	SL	U	•	•••	H
All white and green enchantments cost an extra 4% to cast. 2/2.					
Jewel Eye	SCB	C	•	••	U
Do 2 damage to opponent for each white creature he controls.					
Judin Effect	SC	U	•••	•••	AM, 4
Living. Pay ••• during upkeep or Judin Effect is destroyed. 3/3.					
Nezen Dike	SC	R	•••	•••	A
Acute Dike checks 1 damage to you during your upkeep. 5/5.					

Name	Kind	CE	Rating	Cost	Sets Found
Mation of Tovich Szet	SC	I	***	●●●●	IA
Play ●● during spikes or take 2 damage. ●●: Give target creature +3/-3 until end of turn. 4/4.					
Mation of the Wastes	SC	R	***	●●●●	TM
Temple. When you play Mation of the Wastes, pay any amount of Mana. Mation has power and toughness each equal to that amount. 7/7.					
Marx Shode	SC	U	**	●●	MS
●●: Sacrifice a swamp. Put a +1/+1 counter on Marx Shode. 1/1.					
Mischiefous Polymorph	SC	U	**	●●	WD
Flying, Toy 1 life. Regenerate. 1/1.					
Mishnahem	INS	R	***	●	M
Put 3 cards from an opponent's graveyard on top of his library in any order.					
Mold Demon	SC	R	+	●●●	LB
Sacrifice 2 swamps when casting Mold Demon or bury it. 5/6.					
Mole Worms	SC	U	**	●●	M,5th
●●: Tap a land. As long as Worms remain tapped, that land does not enter or leave the battlefield. You may choose not to untap Worms. 1/1.					
Moon Rival	SC	C	***	●●	M
Seagullw. 3/3.					
Mortifer	SC	I	***	●●●	M
Flying, CE: 1 life. 5/4.					
Mark Dwellers	SC	C	**	●●	DE,4th,5th
If Mark Dwellers attacks and is not blocked, it gains +2/+0. 2/2.					

COMBO KILLERS



Buried Alive vs. Coffin Queen: Buried Alive can be used to set up all sorts of nasty combos, like repeated Nether Shadows or beneath Animate Dead targets. The best way to thwart your opponent is to use his strategy against him—by stealing his choice creatures with a Coffin Queen. Guaranteed to bring even the hardest-hearted necromancer to tears.

Homeless Rats	SC	R	—	••	D
Trample, Sacrifice	••	Me when casting Homeless Rats, when	••	is cast	
the total number of white cards in all your opponents' hands in play and in their		graveyards.	•/•		
Necking	SC	U	—	•••	W
Remove the top creature card in your graveyard from the game. +2/+2					
until end of turn. 1/2.					
Neonite	SC	C	—	•••	FE, SE
If Neonite attacks and isn't blocked, you may have it deal no damage and sacrifice it to buy a target creature controlled by the defending player. 2/2					
Neocranny	EN	U	—	••	W
You may play Neocranny as an instant; if you do, buy it at end of turn.					
When you play Neocranny, choose a creature in your graveyard. When					
Neocranny comes into play, put that creature into play as though it had played and Neocranny becomes an enchantment that targets the creature.					
If Neocranny leaves play, play the creature.					
Neopotence	EN	I	—	•••	MS
Skip your draw phase. •• Pay 1 life to put aside the top card of your					
library. Add it to your hand or the top of your next draw phase.					
Neosavant	SC	I	—	•••	W
••• Sacrifice a creature. Put Neosavant into play. Use this ability					
only during your upkeep cycle only if Neosavant is in your graveyard. 5/5					
Neoktool	SC	U	—	•••	W
First strike. When Neoktool comes into play, buy target nonartifact,					
nonblock creature. 2/1.					
Nether Shadow	SC	R	—	••	L, 1/1, 4R, 5S
If these creatures are above Shadow in graveyard, it can return to play					
during controller's upkeep. Undeck by summoning sickness. 1/1.					
Nether Wild	EW	R	—	••	W
All spells are countered unless their controller spends an additional ••.					
Nothing Imp	SC	U	—	••	L, 1/1
•• Target non-wall creature must attack or DIE!! at end of turn. 1/1					
Nightmare	SC	R	—	••	LUR, 4R, 5S
Flying. Power and toughness equal number of swords controller has.					
Nostril Roar	IWS	U	—	•••	W
All block creatures get +2/+0 until end of turn.					
Nornit	SC	C	—	••	W
•• Untap a blue creature. •• Opponent's target non-wall creature must					
attack or be destroyed at end of turn. 1/1.					
Out of Line Out	EN	U	—	••	W
For each point of damage you take in life you lose, sacrifice one of your					
permanents or discard a card from your hand. ••• Draw a card.					

Name	Rk	CR	Rating	Cost	Sets Found
None					
Description					
Dylyc Worth	SC	U	***	●●	ML
Swanwick, If Dylyc Worth damages any player, that player chooses and discards a card. 2/2.					
Order of the Iron Hand	SC	C	****	●●●	FE
Protection from white: ●●●: +1/+0. ●: First strike. 2/1.					
Dublities	EN	C	***	●●●	ML
Place target creature out of play. If Dublities leaves play, creature returns tapped.					
Powerful Memories	SOB	U	***	●●●	ML
Lock or target opponent's hand and put an enchantment on top of his or her library.					
Pandysis	EE	C	***	●●●	LUR, 4th, 5th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend 2/1 to untap during upkeep.					
Perish	SOB	U	***	●●●	TM
Destory all green creatures. Those creatures cannot be regenerated this turn.					
Persistence	EN	C	***	●●●	LUR, 4th, 5th
●: Do 1 damage to each creature and all players. Buy Persistence if there are no creatures in play at the end of any turn.					
Persistence Bars	SC	C	***	●●●	ML
* equals the number of other Bars in play. */*.					
Phantomened Friend	SC	C	***	●●●	ML
●●: +1/+1 until end of turn. ●●●: Switch friend's power and toughness until end of turn. 1/5.					
Phantomened Ebon	EC	C	***	●●●	ML
As long as enchanted creature is black, it gets +2/+1; otherwise it gets -1/+1.					
Phantomened Gravitas	SC	C	***	●●●	ML
●: Tap an artifact. As long as Gravitas is tapped, that artifact does not untap as normal. You may choose not to untap Gravitas. 1/1.					
Phantomened Tribute	SOB	E	***	●●●	ML
Sacrifice two creatures. Deploy target artifact.					
Pillar Tanks of Abu	EW	E	***	●●●	VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tanks of Abu.					
Pi Imp	SC	C	**	●●	TM
Flying. ●: Pi Imp gets +1/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 0/3.					
KILLERS					
Buried Alive vs. Coffin Queen					
Buried Alive					
Buried Alive can be used to set up all sorts of nasty combos, like repeated Nether Shadows or behemoth Animato Dead targets. The best way to thwart your opponent is to use his strategy against him—by stealing his choice creatures with a Coffin Queen. Guaranteed to bring even the hardest-hearted necromancer to tears.					
Coffin Queen					
Buried Alive vs. Coffin Queen					
Each target creature can't enter the game or play under your control. You may choose to do this if you want to make sure that it never					
PI Scorpion	SC	C	**	●●	10, 4th, 5th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/2.					
Mage's Hat	SC	E	***	●●●	10, 4th, 5th
Power and toughness equal number of Mage's Hats in play. */*.					
Po	SOB	E	***	●●●	ML, 5th
Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.					
Prized of Fright	SC	C	***	●●●	ML
●: Sacrifice an artifact and add ● equal its cost to your mana pool. 1/2.					
Pyramids of Uraborg	SL	E	***	●●●	ML
First strike when attacking. ●: Put a +1/+1 counter on Pyramids, the only when a black spell is cast and only once for each spell. 2/3.					
Python	SC	C	**	●●●	VS
3/2.					
Quagmire	EN	U	**	●●	1E
Creatures with swampworn may be blocked as normal.					
Reg Man	SC	R	**	●●●	10, 4th, 5th
●●●: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.					
Rain of Tears	SOB	U	***	●●●	TM
Destory target land.					
Raise Dead	SOB	C	***	●●	LUR, 4th, 5th
Bring a creature from your graveyard into your hand.					
Role of Earth	SC	C	**	●●	TM
●: Deploy target artifact, creature, or land you control. 2/1.					
Ravenous Vampire	SC	C	***	●●●	ML
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.					
Reaver's Roar	SC	C	**	●●	ML
Cannot be blocked except by artifact creatures and block creatures. 2/1.					
Resonance	SOB	U	***	●●●	ML
Put target creature card from any graveyard into play under your control. Loss 1 life equal to that creature's total casting cost.					
Reckless Spine	EN	U	**	●●●	TM
Destory two nonblack creatures. Loss 5 life.					
Region of Terror	SOB	U	***	●●●	ML
Buy all white or green creatures. Loss 2 life for each creature.					
Reckless Dead	SC	C	***	●●●	ML
●: Regenerate Reckless Dead. 1/1.					
Rival of the Machine	SOB	R	****	●●●●	AI
Sacrifice a creature to gain control of a non-black, non-artifact creature.					
Royal Assassin	SC	R	****	●●●●	LUR, 4th
●: Destroy any tapped creature. 1/1.					
Sacrifice	MS	U	**	●●	LUR
Sacrifice a creature to get ● equal to that creature's casting cost.					
Seductive Eloc	EC	C	**	●●	TM
Whenever any creature is put into your graveyard from play, put a -1/+1 counter on enchanted creature.					
Sorceryman	EN	E	**	●●	TM
When Sorceryman comes into play, put a Zombie Token into play. Toss this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sorceryman deals 1 damage to you.					
Soother Zambies	SC	E	*	●●●	LUR, 4th, 5th
2/2. 1/2/2.					
Soowering Ghoul	SC	U	**	●●●	LUR, 4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.					
Soowering Hairy	SC	U	**	●●●	TM
Flying. ●: Regenerate Soowering Hairy. 2/2.					
Season of the Witch	EN	R	**	●●●	DK
At end of each player's turn, buy all untapped creatures that could have attacked but didn't. If 2 life during upkeep or Season is destroyed.					
Seizures	EE	C	**	●●●	ML
When target creature becomes tapped, that creature's controller must pay ● or Seizures does 3 damage to him.					
Sensei Automat	SC	R	***	●●●	ML, 5th
When Automat comes into play, put 3 small tokens into play. Swap these to 1/1 black creatures. If Automat attacks, swap your smarts. 2/2.					
Sensei Bushi	SC	C	**	●●●	ML
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bushi, Bushi receives +1/+1. 1/2.					
Sensei Vampire	SC	E	***	●●●	LUR, 4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.					
Servant of Vileness	SC	C	**	●●●	TM
If Servant of Vileness leaves play, sacrifice a creature. 3/3.					
Sewers of Etskar	WS	E	**	●●●	PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.					
Sewer Rat	SC	E	**	●●●	ML
●: Pay 1 life. +1/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 1/1.					
Shadow Cudgelings	SC	C	**	●●●	ML
●: Put target creature you control on top of owner's library. ●●●: Cudgelings deals 1 damage to any target and 1 damage to you. 1/1.					
Shadow Rider	SC	C	**	●●●	WL
Floating. 3/2.					
Shadow Ghoul	INS	R	***	●●●	WE
Put target creature from your graveyard into play. Ghoul is unaffected by summoning sickness and is removed from game at end of turn.					
Shortened Crypt	SOB	C	**	●●●	WL
Return 1 creature from your graveyard to your hand and lose X life.					
Shouko, Endbringer	SL	R	**	●●●	ML
Flying. Shouko cannot attack if there is another creature in play. During your upkeep, lose 3 life. ●: Remove target creature from the game and put a +1/+1 counter on Shouko. 5/5.					
Shiminoi Night Stalker	SC	E	***	●●●	1E, 4th
●: Reduce damage done to you by an attacking creature to Shikko. 4/4.					
Simulacrum	INS	E	***	●●●	LUR, 4th
Reduce all damage done to you this turn to one of your creatures.					
Sinkhole	SOB	C	***	●●●	ML
Destory a land.					
Skulking Ghast	SC	C	***	●●●	ML
Flying. If Ghast is the target of a spell or effect, buy Ghast. 2/1.					
Skyscraper Vampire	SC	U	***	●●●	WL
Flying. Discard a creature cost: Vampire gets +2/+2 until end of turn. 3/3.					
Soldier Admire	SC	C	**	●●●	ML
●: Sacrifice a black or artifact creature to add an amount of ● equal to that creature's casting cost to your mana pool. 1/2.					
Songs of the Deafened	INS	C	**	●●●	ML
Add ● to your mana pool for every creature in your graveyard.					
Sorceress Queen	SC	R	***	●●●	AN, 4th, 5th
●: Target creature becomes 0/2 until end of turn. 1/1.					
Soul Burn	SOB	C	**	●●●	ML
Do one damage to any target for each ● or ● spent above the casting cost. Gain one life for each ● spent in this way.					
Soul Exchange	SOB	U	***	●●●	FL
Remove a creature from the game to gain a creature from your graveyard in its place. Add a +2/+2 counter if you sacrificed it to itself.					
Soul Kiss	EC	C	**	●●●	WL
●: Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●● in this way each turn.					
Soul Rand	WS	E	**	●●●	AN
Bury target white creature. Centipede.					
Soulshrike	WS	C	**	●●●	AN
Target creature you control gets +2/+0 until end of turn, where * is the number of creatures in your graveyard. Buy creature at end of turn.					
Soulshrieker	SC	U	***	●●●	WL
Fly 3 life; then a +1/+1 counter on Soulshrieker. 2/2.					
Spinal Graft	EC	C	**	●●●	WL
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creatures cannot regenerate this turn.					
Spinning Demons	INS	C	***	●●●	WL
You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 2 damage to target nonblack creature. Gain 3 life.					
Spirit of the Night	SL	E	***	●●●	WL
Flying, nightfall, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.					
Spirit Shackle	EC	U	***	●●●	1E, 4th
Put a -2/-2 counter on target creature every time it taps.					
Spots of Bill	TST	R	***	●●●	WL
Add one colorless mana to your mana pool and gain 1 life for each artifact creature in target opponent's graveyard.					
Spots of War	SOB	R	***	●●●	WL
Put a +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.					
Stack of Decay	WS	C	**	●●●	WL
All nonartifact creatures get -1/-1 until end of turn.					

MAGIC

The Gathering

PLAYERS GUIDE

Name	Description	Card	C.R.	Rating	Cost	Sets Found
Claimback	INS C ++	1A				
Look at target player's hand. Draw a card at beginning of next turn.						
Cloud of Invincibility	INS C ++	1G				
Enchanted creature gains flying and can only be blocked by Walls.						
Cloud	SC U +++	1U,1R				
Cloud acquires all characteristics, including color, of target creature. */*						
Cloud Djinn	SC U ++	1R				
Flying. Cloud Djinn can block only creatures with Flying. 5/4.						
Cloud Elemental	SC C ++	1S				
Flying. Cloud Elemental can block only creatures with Flying. 2/3.						
Control Magic	EC U ++	1U,1R,1G				
Gain control of target creature as long as Control Magic remains on creature.						

COMBO KILLERS



City of Solitude vs. Mortydom: City of Solitude is the key card in Pre-Bloom decks. Why? Once it's in play, it's pretty much impossible to stop your opponent from executing the Prosperity/Bloom/Brain Life combo. To prevent your doom, cost Mortydom in response to the City. If the Brain Life comes, you'll still be able to channel the damage to one of your own creatures.

Copy Artifact	EN R +++	1U				
Duplicate any artifact in play. Tact as both an enchantment and an artifact.						
Coral Fighters	SC U ++	1G				
If Fighter attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.						
Coral Reef	EN C ++	1R				
Put 4 poly counters on Reef. */*: Sacrifice it for 2 poly. */*: More +1/+1 counter on a blue creature you control. Remove 1 poly.						
Counterspell	INT C ++	1U,1R,1A,1Sh,1M				
Counter target spell as it is being cast.						
Creature Bond	SC C ++	1U,1R,1G				
If target creature goes to the graveyard, do damage equaling creature's toughness to controller's controller.						
Dance of Many	EN R +++	1R,1G,1B				
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay */* during upkeep or destroy Dance of Many.						
Dandan	SC C ++	1R,1G,1B				
Enchanted. 4/1.						
Daring Apparition	SC R +++	1G				
Sacrifice Daring Apparition. Counter target spell. 1/1.						
Dark Rose	SC C ++	1R,1G				
/: Can attack this turn. At the end of turn, remove Rose from the game. Only Rose can attack the turn it comes under your control.						
Deep Spawns	SC B ++	1E				
Temple. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawns. */*: Spawns may not be target of spells or effects until end of turn. Two Spawns if it's untargeted. Does not untarget as normal during your next upkeep. 6/6.						
Deep Water	EN C ++	1E				
/: All mana-producing lands under your control produce */* until end of turn instead of their usual mana.						
Deflection	INT R +++	1A,1G				
Target spell with one target now targets a legal target of your choice.						
Desertion	INT R +++	1S				
Counter target spell. If that spell is an artifact or sunburst spell, put that card into play under your control as though it were just played.						
Devouring Deep	SC C ++	1S				
Enchanted. 1/2.						
Dimensional Return	SDR U +++	1A				
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from yours. Each player draws up to 7 cards.						
Dimensio	INT U +++	1M				
Counter target spell. Draw a card.						
Disrupt	INS C ++	1W				
Counter target instant, interrupt, or sensory spell unless its cost pays an additional */*. Draw a card.						
Disrupt	INT U +++	1G				
Counter target spell. Remove that card from the game.						
Divine's Restoration	SDR C ++	1A				
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.						

Name	Description	Card	C.R.	Rating	Cost	Sets Found
Divine Power	SDR B +++	1U,1R,1G,1B				
Top opponent's lands for mana and place all mana in his pool into yours.						
Divine Cache	SDR C +++	1R,1W				
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.						
Divine Cost	EC U ++	1G				
During your upkeep you may change target creature's color.						
Divine Fighter	SC C ++	1G				
Whenever Divine Fighter blocks or is blocked by a creature, Divine Fighter and that creature trade out. 1/1.						
Divine Tide	EN U ++	1S				
Creatures do not untap during their controller's upkeep phase. Each nonbasic creature's controller may pay an additional */* during his or her upkeep to untap that creature.						
Dreams of the Dead	EN U ++	1M				
Put a white or black creature from your graveyard into play. That creature now has DU: */*. If creature leaves play, return it from game.						
Drowned	SC C ++	1R				
/: Regenerates. 1/1.						
Duplicity	EN E ++	1M				
When Duplicity comes into play, set the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.						
Fishriver Oil	EC C ++	1A,1R				
Give target creature islandwalk.						
Fish	INS R +++	1G				
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to */*. If you cannot, bury the creature.						
Fish Counter	INT C +++	1G				
Counter target interrupt or instant spell.						
Fish Flood	INS C +	1G,1R				
Destory target red permanent or arena target instant or creature's land.						
Flight	EC C +++	1U,1R,1G,1B				
Target creature now has Flying.						
Flood	DN C +++	1D,1G,1R				
/: Tap target non-flying creature.						
Flooded Shoreline	DN R ++	1S				
/: Return two lands you control to owner's land. Return target creature to owner's hand.						
Floodgate	SC B +++	1G				
If Floodgate goes Flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 lands you have. 0/5.						
Flex	SDR C +++	1M				
Each player chooses and discards any number of cards, then draws that many cards. Draw 1 card.						
Flying Man	SC C +++	1A				
Flying. 1/1.						
Fog Elemental	SC C +++	1M				
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.						
Fence of Mill	INT U +++	1A				
You may pay one life and remove a blue card in your hand from game instead of paying Fence of Mill's casting cost. Counter target spell.						
Fence Spike	INT C +	1G,1R				
Counter target spell unless its controller spends */*.						
Fence Wall	INT U +	1G				
Counter target spell unless its controller spends */*. (Cont'd.)						
Foreshadow	INS U ++	1S				
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card at the beginning of the next turn's upkeep.						
Foreight	SDR R ++	1M,1G				
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.						
Forge	SDR R ++	1L,1G,1R				
Target player discards two cards and then draws two cards.						
Fynomial	SC B +++	1R				
Flying. Fynomial cannot be blocked by blue creatures. */*: Target creature is blue until end of turn. 1/3.						
Gossamer Form	SC C ++	1G,1R,1B,1W				
Target creature deck or receives damage in combat.						
Ghost Ship	SC B +++	1D,1G				
Flying. 2/4. */*: Regenerates. 1/4.						
Giant Aberration	SC C ++	1H				
Flying. */*: Buy all creatures that damaged Aberration this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Aberration dies. 1/1.						
Giant Crab	SC C ++	1H				
/: Until end of turn, Crab cannot be the target of spells or abilities. 3/3.						
Giant Oyster	SC C ++	1H				
You may leave Oyster tapped. */*: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a 1/1 counter on it. If Oyster leaves play, all counters are discarded. 0/3.						
Giant Shark	SC C +	1D				
Bladethrone. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +1/+0 and tramples until end of turn. 4/4.						
Giant Tactise	SC C ++	1A,1G				
+0/+3 while untargeted. 1/1.						
Giant Wall	SC U ++	1A,1G				
0/3.						
Glyph of Obligation	INS C +	1S				
/: 2 counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap or normal until it has any counters on it. Remove 2 counter during its controller's upkeep.						
Hokkin, Loverkeeper	SL R +++	1G				
Flying. */*: Put target creature enchantment from your graveyard on Hokkin. Use only during your upkeep and only if there are no enchantments on Hokkin. */*: */*: Destroy all enchantments on Hokkin. 2/4.						
Hornet's Nest	SC U +++	1G				
Flying. */*: Target creature gains Flying until end of turn. 2/2.						
High Tide	INS C +	1F				
All blocks produce another */* until end of turn.						
Homeland	SC C +	1F				
Put a counter on Homeland when it comes into play and during upkeep. Homeland gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters.						
Homeland Shores	SC R +++	1F				
/: Top target green creature. 2/2.						
Homeland Spawning Bed	SDR U +++	1F				
/: */*: Sacrifice a blue creature to put X Berserks. 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homeland Warrio	SC C +	1F,1G				
/: Warrio may not be the target of spells or effects until end of turn. Top Warrio. It does not untap or normal during your next upkeep. 3/3.						
Horned Turtle	SC C +	1M				
1/4.						
Horsetail's Roar	INS R +++	1A,1R,1G,1B				
Return all artifacts in play controlled by target player to owner's hand.						
Hybridized	INT C +++	1A,1G				
Counter a spell being cast or destroy a red permanent if it's red.						
Iceberg	EN O ++	1S				
/: Counter an Iceberg when it comes into play. */*: Put a counter on Iceberg. */*: Remove a counter to add 1 to your mana pool.						
Ice Prism	EN R ++	1M				
/: Target target creature out of play. During your upkeep, destroy Ice Prism. Any player may pay */* to prevent this.						
Illustrary Fores	SC C ++	1M				
Flying. 0/3. 4/4.						
Illustrary Presence	SC R ++	1M				
/: During your upkeep, Illustrary Presence gets the landside ability of your choice until next turn. 2/2.						
Illustrary Terrain	EN U +++	1M				
/: All basic lands of one type are changed to basic lands of a different type of your choice.						

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Illusionary Wall	SC	C	++	••	1A	Marion	SC	R	—	••••	HL	Mischance	SC	R	—	••••	HL
Flying, first strike, CD: •• 7/4.						Does not attack as normal. ••: Sacrifice a creature to unlock Marion. Use only during your upkeep. ••: 1/0 until the end of turn. ••: Damage to target attacking creature without flying. 8/8.											
Illusions of Grandeur	EN	R	++	••	1A	Mawzar	SC	R	***	•••	1A	Mischance	SC	C	—	••	1A
CD: ••. Gain 2D life when illusions of Grandeur comes into play. If illusions of Grandeur leaves play, you must sacrifice 2D life.						Damage to target attacking creature without flying. 8/8.											
Impulse	INS	C	—	••	1S	Medusa	INT	U	****	•••	MG	Mischance	CD: ••. You may draw a card whenever target opponent successfully casts a noncreature spell. Opponent may pay •• to counter this effect.				
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.						Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.											
In the Eye of Chaos	EN	R	—	••	1G	Meditate	INS	R	****	••	1A	Mischance	CD: ••. You may play Mystic Nighthawk on instant, if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.				
Counter all instant and interrupt unless target pays an extra ••, where X is the cost of the spell being cast.						Skip your next turn. Draw four cards.											
Inferno	INS	C	—	••	1A	Memory Ledge	INT	C	++	••	1LNG,5th	Mischance	CD: ••. You may play Mystic Nighthawk on instant, if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.				
Untap target artifact, creature or land. Contro.						Counter target spell. Put that spell on top of its owner's library.											
Insight	EN	R	***	••	1W	Merchant Scroll	SC	C	—	••	HL	Mischance	CD: ••. You may play Mystic Nighthawk on instant, if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.				
Whenever target opponent successfully casts a green spell, draw a card.						Search your library for a blue instant or interrupt and add it to your hand.											
Inspiration	INS	C	++	••	1S	Merchant Ship	SC	R	—	••	1H	Mischance	CD: ••. You may play Mystic Nighthawk on instant, if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.				
Target player draws two cards.						Monstrosity, Gain two life if Merchant Ship attacks and is not blocked. 0/2.											
Interlink	INT	U	++	••	1W	Merkat Assassin	SC	U	***	••	1K	Mischance	CD: ••. Destroy target creature that has blankark. 1/2.				
Counter target artifact, creature, enchantment, or land ability in play on an artifact cost. Abilities of that permanent cannot be played again this turn. Draw a card.						Merkat of the Pearl Trident	SC	C	+	•	1L,1R,4th,5th	Mischance	CD: ••. Destroy target creature that has blankark. 1/2.				
Intuition	INS	R	—	••	1W	Merkat Raiders	SC	C	***	••	MG	Mischance	CD: ••. Destroy target creature that has blankark. 1/2.				
Search your library for any three cards and reveal them to target opponent. He or she chooses one, put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.						Flying, blankark. 2/3.											
Irremediable	EC	C	***	••	1U	Merkat Seer	SC	C	++	••	MG	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Target creature may only be blocked by walls.						Merkat Traders	SC	C	—	••	1W	Mischance	CD: ••. When Merkak Traders comes into play, draw a card, then choose and discard a card. 1/2.				
Invoke Frustration	EN	R	***	••••	1G	Mersville	IC	C	—	••••	FE	Mischance	CD: ••. Put 3 set counters on Merkak when it is cast. Target creature does not attack or normal if any counters remain. Controller's controller may pay casting cost of target creature to remove a counter.				
Counter on opponent's summon spell of a color different from one of your creatures unless he pays an extra ••, where X is the cost of the spell.						Messmate	EN	R	++	••••	1A	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Blankark. Pay •••• during upkeep to untap. 6/3.						Messmate	INT	U	—	••••	1L,1R,4th,5th	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Reinforce	INS	C	—	••	1H	Messmate	SC	C	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Target land becomes basic land of your choice until end of turn. Contro.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Path	INS	C	—	••	1G	Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Target or untap target artifact, creature or land. Contro.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Jump	INS	C	—	••	1L,1R,4th	Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Target creature has Flying until end of turn.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Jugadness	SC	R	—	••	1E,CR,5th	Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Counter and target player each chooses their highest attacking and creature and exchange control of them, then draw the same for artifacts.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Knight of the Maths	SC	C	***	••	1S	Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Ranking. When Knight comes into play, pay •• to bury target Knight. 2/2.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
Blankark. Pay •••• during upkeep to untap. 6/3.						Messmate	SC	R	—	••••	FE	Mischance	CD: ••. Draw a card. Use this ability only when Merkak Seer is put into the graveyard from play and only once. 2/2.				
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Blankark. Pay •••• during																	

MAGIC

The Gathering

PLAYERS GUIDE

Name	Ed	CR	Rating	Cost	Sets Found
Description					
Reaper Master	EC	U	++	***	15, CH
• If creature goes to the graveyard, return it to its owner's hand. You may pay \bullet to return Master to its owner's hand if this happens.					
Rainbow Sheet	SC	R	++	**	VS
Flying. Rainbow Sheet phases out. 3/1.					
Ray of Command	MS	C	++	**	15, 4th, 5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.					
Ray of Frenzy	MS	C	++	**	IA
Target player puts the top card of his library in his graveyard. Contr.					
Reality Ripple	MS	C	++	**	AG
Target artifact, creature, or land phases out.					
Reality Test	BR	U	++	***	IA
• CR: Instead of their normal mana, plains produce \bullet , swamps produce \bullet , mountains produce \bullet , and forests produce \bullet .					
Recall	SOR	U	++++	****	15, CH, 5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.					
Reconstruction	SOR	C	++	**	AQ, R
Bring an artifact from your graveyard into your hand.					
Reef Pirates	SC	C	++	**	15, 5th
4 Reef Pirates damage an opponent; opponent takes the top card from his library and puts it in his graveyard. 3/2.					
Rekvisits	SC	U	++	***	ML
Before target instant, interrupt, or sorcery from your graveyard to your hand.					
Relic Bird	EA	R	++	**	15, 4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.					
Reunited Soul	INT	C	++	**	15, CH, 5th
Counter target summon spell.					
Rez	INT	U	++	**	15
Untap all your lands. May only be played during opponent's turn.					
Revelin, Wizard Sovant	SL	R	++	**	ML
• Do 2 damage to any target. Revelin does not untap next turn. 0/1.					
Reverberation	INT	R	++	**	15
Redirect damage from a sorcery to its owner.					
Riptide	INT	C	+	*	DK
Tap all blue creatures.					
River Merfolk	SC	R	++	**	FE
• Give River Merfolk instant untap until end of turn. 2/1.					
Riveter Diver	SC	U	++	**	TM
• Sacrifice Riveter Diver: Before target artifact card from your graveyard to your hand. 1/1.					
Riveter Hunter	SC	C	++	**	TM
• Riveter Hunter deals 1 damage to target creature or player. 1/1.					
Riveter Merfolk	SC	R	++	**	TM
• Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Riveter Shaman	SC	R	++	**	TM
You may play creature enchantments whenever you could play on instant. 2/2.					
Sage of Lot-Nar	SC	C	++	**	AD
• Sacrifice an artifact: Draw a card. 1/1.					
Sage Owl	SC	C	++	**	WL
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.					
Sandbar Crocodile	SC	C	++	**	AG
Phasing. 4/3.					
Sapphire Charm	MS	C	++	**	AG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature on opponent controls phases out; or target creature gains Flying until end of turn.					
Sao King's Blessing	MS	U	++	**	LG
Change color of any number of target creatures to blue until end of turn.					
Sao Meister	SC	C	++	**	TIR
Meister cannot attack, unless defending player controls any islands. 6/6.					
Sao Scribe	SC	C	++	**	AG
• Add \bullet to your mana pool. CR: Add \bullet to your mana pool. 1/1.					
Sao Serpent	SC	C	++	**	15, 4th, 5th
Boadicea. 5/5.					
Sea Spirit	SC	U	++	**	MS
• +1/+0 until end of turn. 2/3.					
Sea Sprite	SC	U	++	**	15, 5th
Flying. Protection from red. 1/1.					
Sea Troll	SC	U	++	**	H
• Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.					
Seadragon	SC	U	++	**	FE, 5th
Islandhome. • Gain control of target creature if its controller controls at least one island. You lose control of creature if Seadragon leaves play, leaves your control, or becomes unblocked. You may choose to leave Seadragon tapped during your upkeep. 0/1.					
Segregated Unicorns	SC	B	++	**	15, 4th, 5th
Islandwall. 3/3.					
Serenella, Dilia	SC	U	++	**	AN
Flying. Decoy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/5.					
Serenella, Elriet	SC	C	++	**	AN, R
Flying. Does 1 damage to you during upkeep. 3/4.					
Shadow Rift	MS	C	+	*	TM
Target creature gains shadow until end of turn. Draw a card.					
Shaper, Borgmaga	SC	C	++	**	AG
• •: Target creature gets first strike. • •: Target creature gets +1/+0.					
Shimmer	BR	U	++	**	AG
When you play Shimmer, pick a land type. These lands gain phasing.					
Shimmering Breat	SC	R	++	**	VS
Flying, phasing. When Breat phases in, target creature phases out. 2/2.					
Shimmering Wings	SC	C	++	**	TM
Enchanted creature gains Flying. •: Return Wings to owner's hand.					

Name	Ed	CR	Rating	Cost	Sets Found	Name	Ed	CR	Rating	Cost	Sets Found
Description						Description					
Shrinking Drake	SC	C	++	**	VS	Temple Golem	EC	U	+	**	OK
Flying. When Shrinking Drake comes into play, return a creature you control to owner's hand. 1/1.						Temple Golem stays tapped during upkeep phase if it attacked last turn. Tap target creature when Temple Golem is cast.					
Shift	SC	R	++	**	AG	Timeline	SL	R	****	***	AG
During your upkeep, you may change the color of Shift to any color or combination of colors. 4/2.						Phasing, Timeline. At the beginning of your upkeep, tap lands you control phase out. 7/7.					
Silent Spirit	SC	R	---	***	IA, 5th	Talisman's Curse	IF	C	++	**	AG
Flying. When Spirit attacks, defending player may draw a card. 5/5.						Play only on an artifact or creature. Enchanted permanent gains phasing.					
Silhouette	MS	U	++	**	AG	Talisman's Stroke	SC	C	++	**	AG
Fly until all damage done until end of turn to target creature by spells or effects targeting it.						Flying, phasing. 3/2.					
Silver Emme	SC	U	++	**	AG	Talisman's Imp	SC	R	---	**	AG
Flying, trample. 2/2.						Flying, Phasing. When Talisman's Imp phases in, draw a card. 1/1.					
Shadow	SC	U	++	**	AG, 4th	Talisman's Reveal	BR	R	++	**	VS
• Draw a card, if it is not a land, discard it. 1/1.						At the beginning of each player's upkeep, that player chooses effects, creatures, lands, or globe enchantments. All cards of type phase out.					
Stone's Call	MS	U	++	**	15, 4th, 5th	Talisman's Veil	BR	U	+++	**	ML
All of opponent's creatures that can attack must, or die at end of turn.						When one of your creatures attacks, it phases out at end of combat.					
Skytread Condor	SC	U	++	**	TM	Talisman's Web	MS	U	++	**	AG
Flying. You cannot play Skytread Condor unless you have successfully cast another spell this turn. 2/2.						Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two upkeep phases.					
Sleight of Mind	INT	U	++++	***	15, 4th, 4th, 5th	Talisman's Web	MS	U	++	**	15, 4th, 5th
Change the text of a card being played or in play by switching one color word with another.						Target creature may not be blocked this turn.					
Snow Devil	EC	C	++	**	AG	Thalokos Dreamweaver	SC	U	---	**	TM
Target creature gains Flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						Shadow. You may choose not to untap Thalokos Dreamweaver during your upkeep phase. If Thalokos Dreamweaver targets any opponent, tap target creature. As long as Thalokos Dreamweaver remains tapped, that creature does not untap during its controller's upkeep phase. 1/1.					
Snowfall	EN	R	+	*	AG	Thalokos Merfolk	SC	C	---	**	TM
• Islands may produce an addition \bullet when tapped for income. Snow-covered Islands may produce either an additional \bullet or an additional \bullet when tapped for income. This income is double only for consecutive upkeep.						Shadow. • Put Thalokos Merfolk on top of owner's library. 2/1.					
Sorcer	EC	C	++	**	AG	Thalokos Seer	SC	C	---	**	TM
You may choose to play Sorcer as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains Flying.						Shadow. If Thalokos Seer leaves play, draw a card. 1/1.					
Soldier Heretic	SC	C	++	**	AG	Thalokos Sentry	SC	C	++	**	TM
• Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.						Shadow. 1/2.					
Soldier Mechanist	SC	U	++	**	AG	Third	EC	C	+++	**	AG
• Add \bullet to mana pool. Use only for artifact activation costs. 1/1.						Tap enchanted creature. During your upkeep, pay \bullet or bury Third. Enchanted creature does not untap during its controller's upkeep phase.					
Soldier Sage	SC	C	++	**	AG	Thought Lash	EN	R	+	**	AG
• Sacrifice two lands to draw 3 cards. Discard one of these cards. 1/1.						CD: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. • Remove the top card of your library from the game to prevent one damage to you.					
Soul Barrier	EN	U	++	**	15, 4th, 5th	Thoughtlock	INT	R	+	**	15, 4th, 5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay \bullet to prevent this damage.						Change the color of a card being played or already in play to blue.					
Spectral Clock	IC	+	*	*	AG	Three Wishes	MS	R	---	**	VS
Creature cannot be targeted by spells or fast effects unless it is tapped.						Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of these cards not played.					
Spell Blast	MS	U	++	**	15, 4th, 4th, 5th, 5th						
Counter target spell; X is the casting cost of target spell.											
COMBO KILLERS											
Sands of Time vs. Sands of Time	What's the best way to topple a Stasis deck? Beat your opponent at his own game. He wants to skip upkeep phases? No problem! Bring a Sands of Time into play and negate the effects of Stasis. Your opponent will become so confused that his head may explode, and that's good. Fewer Stasis players means a better world for us all.										
Timeline vs. Sands of Time	Beat player when his or her upkeep phase. During your upkeep, pay \bullet or bury Sands of Time. Each player takes his or her upkeep phase. At the beginning of each player's upkeep, remove lands and any lands tapped by artifacts, creatures, and lands for other creatures. "Buried" lands are removed and "Untapped" lands are returned to play.										
Stasis vs. Sands of Time	When's the best way to topple a Stasis deck? Beat your opponent at his own game. He wants to skip upkeep phases? No problem! Bring a Sands of Time into play and negate the effects of Stasis. Your opponent will become so confused that his head may explode, and that's good. Fewer Stasis players means a better world for us all.										
Stasis	SC	U	++	**	AG	Thunder Wall	SC	U	++	***	AG
• Requires Spiny Starfish and put Starfish token into play at end of turn. Treat these tokens as 0/+1 blue creatures. 0/1.						Flying. • +1/+1 until end of turn. 0/2.					
Starfish	EN	R	+	*	AG	Tidal Control	BR	R	+	**	AG
• •: Player doesn't get an upkeep phase. Pay \bullet during upkeep or bury Starfish.						CD: Anyone may pay \bullet or two life to counter a red or green spell.					
Sted Ankh	EA	U	---	***	15, 4th, 4th, 5th	Tidal Flots	EN	C	+	*	FE
Tap control of target artifact.						• All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay \bullet for each attacking creature to prevent this effect.					
Sted Enchantment	EE	U	---	***	TM	Tidal Influence	EN	R	++	**	FE
Gain control of target enchantment.						Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influence, all blue creatures get +3/0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.					
Stinging Lizard	SC	U	++	**	TM	Tidal Wave	MS	R	***	**	AG
• •: Lizard loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lizard deals 2 damage to that creature's controller instead of a creature. Move Stinging Lizard onto target creature. You may pay \bullet to end this effect. 1/1.						Put a Wave token into play. Treat this token as a 0/+5 blue creature that counts as a Wolf. Bury the token at end of any turn.					
Stinging Lizard	SC	U	++	**	TM	Timeline	MS	U	++	**	VS
• •: Lizard loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lizard deals 2 damage to that creature's controller instead of a creature. Move Stinging Lizard onto target creature. You may pay \bullet to end this effect. 1/1.						All creatures phased out phase in red or blue creatures with phasing phase out.					
Stingy Starfish	SC	U	++	**	15, 4th, 4th, 5th	Time Wave	SC	C	++	**	TM
Flying. •: Remove top card of your library from the game to tap target flying creature. •: Remove top card of your library from the game. If it is a snow-covered land, Stingy Starfish gets +1/+1 until end of turn. 3/4.						Put target creature on top of owner's library.					
Stones Cross	SC	C	++	**	AG	Time Elemental	SC	C	++	**	15, 4th, 5th
Flying. 1/2.						• •: Return target permanent to owner's hand. Conver target enchanted permanent. Destroy Time Elemental and do 3 damage to its controller if it blocks or attacks. 0/2.					
Stones Elemental	SC	U	++	**	AG	Time Walk	SC	R	-----	**	LU
Flying. •: Remove top card of your library from the game to tap target flying creature. •: Remove top card of your library from the game. If it is a snow-covered land, Stones Elemental gets +1/+1 until end of turn. 3/4.						Take an extra turn immediately after this one.					
Stones Elemental	SC	U	++	**	AG	Time Wave	SC	R	-----	**	LU
Flying. •: Target player takes an extra turn after this one.						Target player takes an extra turn after this one.					
Stones Elemental	SC	R	-----	**	AG	Time Walker	SC	R	-----	**	LU
Flying, phasing. When Walker phases in, target creature phases out. 2/2.						Take a Walker token in a new graveyard. Skewer your hand, library, and graveyard together and draw 7 cards.					
Stones Elemental	SC	R	-----	**	AG	Time Walker	SC	R	-----	**	LU
Flying, phasing. When Walker phases in, target creature phases out. 2/2.						Put Time Walker in a new graveyard. Skewer your hand, library, and graveyard together and draw 7 cards.					

Name	Ed	CR	Rating	Cat	Sets Found
Wind Drake	SC	U	**	W	
Flying. If a creature comes into play, return Wind Drake to owner's hand. 3/3.					
Tolokon Drake	SC	C	**	W	
Flying, plating. 2/4.					
Tolokon Entrancer	SC	I	**	W	
Whenever Tolokon Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.					
Tolokon Serpent	SC	I	**	W	
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.					
Tradewind Rider	SC	I	***	W	
Flying. \oplus Two creatures you control. Return target permanent to owner's hand. 1/4.					
Transcrite Artifact	SOR	I	**	W	
Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more.					
Twiddle	MS	C	**	W	LJ,4th,5th
Top or untap any single land, creature, or artifact in play.					
Twidgle	MS	C	**	W	
Top or untap target artifact, creature or land. Draw a card.					
Undervane	LN	I	**	W	
Creatures with Islandwells may be blocked.					
Undo	SOR	C	**	W	
Return two target creatures to owner's hand.					
Unstable Mutation	EC	I	**	W	ANR,4th,5th
Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.					
Unstable Shapeshifter	SC	I	**	W	
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
Unscrutine	INS	C	***	W	LJ,LR,4th,5th
Return target creature to its owner's hand.					
Updraft	INS	U	**	W	
Give target creature flying until end of turn. Contr.					
Vanishing	EC	C	***	W	
\oplus Enchanted creature phases out.					
Vaporous Blame	SC	U	***	W	
Flying. During your upkeep, pay \oplus or Vaporous Blame phases out. 3/4.					
Venerous Gold	EC	C	***	W	
Put \oplus counters on target creature and tap it. Creature does not untap while counter remains. Remove a counter during creature controller's upkeep.					
Venomous Doppelganger	SC	I	***	W	LLR
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 7/7.					
Versarial Armor	I	C	**	W	
Enchanted creature gets +1/+1. \oplus Return Armor to owner's hand.					
Versarial Brains	SC	I	**	W	
\oplus Sacrifice a creature and Swap to target nonartifact creature. 1/2.					
Vision Oracle	MS	I	**	W	
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.					
Vodolisk Elocutionist	SC	U	****	W	
\oplus \oplus Target creature phases out. 2/2.					
Vodolisk Knight	SC	I	***	W	
Bladework. First strike. \oplus Flying until end of turn. 2/2.					
Vodolisk Mage	SC	C	**	W	
\oplus , \oplus Counter a target spell unless caster pays an additional \oplus . 1/1.					
Vodolisk Soldiers	SC	C	**	W	4th,5th
1/2.					
Vodolisk War Machine	SC	I	**	W	
Top a Merfolk you control to allow Vodolisk Machine to attack until end of turn or give Vodolisk +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner can be destroyed. 0/4.					
Volcanic Eruption	SOR	I	***	W	LJ,4th,5th
Destory 8 instants of your choice and do 1 damage to each player and creature in play for each instant destroyed.					
Vorlath's Curse	EC	C	***	W	
Enchanted creature cannot attack, block or play any ability requiring an extinction cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. \oplus Return Vorlath's Curse to owner's hand.					
Wall of Air	SC	U	***	W	LJ,4th,5th
Fly. 1/5.					
Wall of Rely	SC	I	**	W	
\oplus , \oplus Put a haly token into play. Tect this as a 0/1 wall. 0/3.					
Wall of Ropes	SC	C	**	W	
Cannot be damaged by creatures it blocks. 0/1.					
Wall of Water	SC	U	***	W	LLR,4th
\oplus , +1/+0. 0/5.					
Wall of Wonder	SC	I	**	W	
\oplus , \oplus Give Wall of Wonder +4/+4 and enable it to attack. 1/5.					
Water Elemental	SC	U	**	W	LLR,4th
5/4.					
Water Worm	SC	C	**	W	
Water Worm gains +2/+1 if opponent controls any lands. 1/1.					
Waterwpot Djinm	SC	I	***	W	
Flying. During your upkeep, return an un tapped island land to owner's hand or buy Waterwpot Djinm. 4/4.					
Worm Elemental	SC	U	**	W	
\oplus , \oplus Sacrifice. Top up to three target creatures without flying. 2/3.					
Wraith of Vorlath	INS	R	***	W	
Barbuk \oplus . Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
Whispers of the Muse	INS	U	**	W	
Barbuk \oplus . Draw a card.					
Wind Bearer	SC	U	***	W	
Flying. \oplus Target creature gains flying until end of turn. 1/1.					
Wind Drake	SC	I	***	W	
Flying. 2/2.					
Wind Spirit	SC	I	**	W	4th,5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.					
Winged Silver	SC	C	**	W	
M Silver gain Flying. 1/1.					
Winter's Chill	INS	I	**	W	
Destory 3 attacking creatures at the end of combat. It cannot be greater than the number of previously lands you control. The creatures' controller may pay \oplus or \oplus for each creature it present it from being destroyed.					

GOLD

Adua Dakesshield	SL	R	***	●●●
●●●, ●: Take a creature from your graveyard into your hand.	1/2			
Altis of Eternity	SOR	R	—	●●●
Sacrifice a creature to search your library for a creature card.				
Angus Mackenzie	SL	R	—	●●●
●●●, ●: Creatures deal no damage during combat.	2/2			
Arrenius Subkoth	SL	R	—	●●●●●●●●●● 16
Flying. All your creatures gain +0/+2 when untagged, +0/+1 when tagged, and +1/+1 when both untagged and tagged.				

MAGIC FACTS



8.2: Choose one of your creatures and have your opponent choose one of his or her creatures. Both target creatures become tapped. Your creature does 1 damage to your opponent's creature, and your opponent's creature does 1 damage to your creature.

Miss out on your choice to get one of those book panos? Well most of them have more readily available replacements. Er, sort of... There's Triangle of War for Aenea, Fifty for Halchui Draga, Trebleizer for Sewers of Esterik, Chub Tood for Giant Badger and, um, Ancient Tomb for Mono Crust. Hey... we didn't say they were perfect.

Army Arts	SC	U	***	●●●	VS
• Sacrifice a land: Destroy target land, 1/1.					
Armada, Holy Avenger	SL	R	***	●●●	AO
Rising, At the end of each turn, put a +1/+1 counter on Armada for each creature put into your graveyard from play that turn, 2/3.					
Archipel Gorraman	SL	R	**	●●●●	LE, CH
Triangle: When a creature is put in graveyard during a turn in which Archipel damaged it, gain 1 life and do 1 damage to target player, 5/5.					
Ayasha Tawaki	SL	R	***	●●●●	LE, CH
Bands, o: Counter artifact effect unless its controller spends a, 2/2.					
Bloodthirst Warbeast	SL	U	***	●●●●	LE
6/S.					
Barnel Ruspae	SL	R	***	●●●●	LE
Cannot be target of enchantments. Does not tap to attack, 6/5.					
Benthic Djin	SL	I	***	●●●	AO
Blindwalk: During your upkeep, lose 2 life, 5/5.					
Buriti Devilsho	SL	I	**	●●●	LE
●●●, o: Hit a 1/1 red and black mirror demon token into play, 2/2.					
Butcherholt's Crypt	BL	R	**	●●●	VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player says o life or discards the card.					
Calaverous Bloom	BL	I	****	●●●●	IND
Choose a card in your hand and remove it from the game: Add ●●● or ●●● to your mana pool.					
Centaur Archer	SC	I	**	●●●	ME
• Deal 1 damage to target Flying creature, 3/2.					
Chronocratic Jester	BL	I	***	●●●	ME
Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is reduced to 0. o: Put a counter on Armor and change color it protects against. X equals the number of counters.					

Chromia	SL	E	++	●●●●●●●●	10	CH
Flying, trample: 2. Pay ●●●● during upkeep or buy Chromia. 7/7.						
Circle of Beguile	BN	E	++	●●●●●●●●	16	
●: Sacrifice a creature: Prevent all damage to any creature or player from any one source.						
Corrosion	BN	E	++	●●●	VS	
Cumulative upkeep: ●: During your upkeep, put a nest counter on each target opponent's creatures. If the number of nest counters on a target equals or exceeds that target's casting cost, buy the artifact. If a creature leaves play, remove all nest counters from the game.						
Darkness blockade	SL	E	++	●●●●●●●●	16	CH
* equals the number of lands you control. 7/7.						
Dark Heart of the Woods	BN	E	++	●●●	DE	
Sacrifice a forest to gain 3 life.						
Delirium	BS	E	++	●●●●	MG	
Play only on target opponent's turn. Tap target creatures that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.						
Delirious Token	SOR	U	++	●●●	IA	
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
Desecrating Spirit	SE	R	++	●●●●●●●●	MG	
Flying. When you play Desecrating Spirit, sacrifice any number of creatures. Desecrating comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. If Desecrating gets +1/+0 until end of turn. 7/7.						
Disciple of the Void	SE	R	++	●●●	TM	
At end of target opponent's turn, add a -1/-1 counter on Disciple of the Void for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Disciple of the Void. 2/2.						
Dyscopism	SE	R	++	●●●	TM	
Flying. When you play Dyscopism, sacrifice any number of creatures. Dyscopism comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. If Dyscopism gets +1/+0 until end of turn. 7/7.						
Earthlink	BN	E	++	●●●●	IA	
Fly or during upkeep or buy Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Auspicy	BN	E	++	●●●●	IA	
●: Lack of top 3 cards of any library and put them back in any order.						
Emberwilde Caliph	SC	E	++	●●●●	MG	
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.						
Energy Att.	BS	U	++	●●●	IA	
Attack any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Energy Bell	SOR	E	++	●●●●	MG	
Do X damage to target player, or target player gains X life.						
Essence Vertex	BS	E	++	●●●●	M	
Buy target creature. Creature's controller may counter Essence Vertex by sacrificing life equal to the creature's toughness.						
Feminine Intransigence	SC	E	++	●●●●	VS	
When an enchantment is put into a graveyard from play, draw a card. 1/2.						
Fairy Justice	SOR	E	++	●●●●	IA	
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Government	BS	E	++	●●●●	IA	
Fire Government deals 8 damage, divided among any number of target creatures, where it is equal to the amount of life you sacrifice.						
Freethinker Hollidale	SC	R	++	●●●●	VS	
Flying, trample. Cumulative upkeep: ●●●●. 6/6.						
Flooded Woodlands	EN	X	++	●●●●	IA	
No green creatures can attack unless its controller sacrifices a land when that creature attacks.						
Frenetic Bheet	SC	R	++	●●●●	MG	
Flying. ●: Flip a coin; if the flip ends up in your favor, Frenetic Bheet phases out. Otherwise, buy Frenetic Bheet. 2/2.						
Frenzy	SOR	U	++	●●●●	IA	
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	++	●●●●●●●●	16	CH
During upkeep, Angelfire gains either flying, first strike, trample, or trample. 3 until you next attack. 4/4.						
Ghastly Home	EN	E	++	●●●●	IA	
Black and red permanents and spells can't cause sources of damage.						
Guard Trap Dear Spider	SC	U	++	●●●●	IA	
●●●●. ●: Giant Trap Dear Spider and target non-flying creature which is attacking you are removed from the game. 2/2.						
Gladiators	BN	E	++	●●●●	M	
All mountains become plains. Pay ●●●● during upkeep or buy Gladiators.						
Gusto Birk	SL	E	++	●●●●●●●●	16	
First strike. Creatures with Gladiators may be Blocked. 4/4.						
Grim Feast	BN	E	++	●●●●	MG	
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.						
Gutting Spirit	SC	R	++	●●●●	VS	
Flying. ●: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.						
Gwenthyl BI Card	SL	E	++	●●●●●●●●	16	
●: Target player randomly discards a card. Pay as a sorcery. 3/5.						
Hollowbone	SL	E	++	●●●●●●●●	16	
During upkeep, Hollowbone may copy the current power and toughness of a target creature besides itself. When there are no legal targets, Hollowbone is 3/3. 7/7.						
Horror Guardian	SC	U	++	●●●●	MG	
Can't block creatures. When it attacks, defender may draw a card. 3/4.						
Hounding Aggrofitter	SC	U	++	●●●●	MG	
Flying. A number of green creatures in opponent's graveyard. 1+1/2.						
Hazardous Brake	SC	U	++	●●●●	MG	
Flying, protection from red. 3/3.						
Hazardous Tension	SL	E	++	●●●●●●●●	16	
On the upkeep after Hazardous enters play, put + tokens in play, where + is the number of lands you control. Toss tokens in 1/1 red, white, and green creatures. Remove all tokens if Hazardous leaves play. 2/2.						
Heeding Grommesta	SL	E	++	●●●●●●●●	16	
Rampage: 1, 5/4.						
Hymn of Rebirth	SOR	E	++	●●●●	M	
Take control of a creature from any graveyard.						
Jacques le Test	SL	E	++	●●●●●●●●	16	
Make all your green creatures +0/+2. 3/2.						
Jeaning Bored	SL	E	++	●●●●	16	
4/5.						

players guide

Name	Ed.	Cl.	Ring	Set	Set Found
Description					
Judit Dancer 5/5.	SL	I	+	•••••	16
Jerrard of the Closed Fist 6/5.	SL	I	++	•••••	10
Johan	SL	I	---	•••••	15, CH
As long as Johan doesn't trip or attack, your creatures may attack without tapping. 5/4.					
Jungle Troll	SC	I	++	•••	MG
•: Regenerates. •: Regenerates. 2/1.					
Kaevok's Purge	SC	I	++	•••	MG
Destory target creature with casting cost equal to 8. Kaevok's Purge deals 10 damage to the controller damage equal to the creature's power.					
Kegnar the Lame Wolf 5/3.	SL	I	+	•••••	16
Kel'Thuzad	SL	R	++	•••	16, CH
•: Prevent up to 3 damage to target creature. 2/2.					
Kieldrath Frontbeast	SC	I	++	•••••	16
All creatures blocking or blocked by Kieldrath Frontbeast are destroyed at end of combat. 2/4.					
Lady Galena	SL	R	---	••••••	16
•: Do 3 damage to target attacking or blocking creature. 3/6.					
Lady Evangelia	SL	R	---	•••••	16
•: •: Target creature deals no damage this turn during combat. 1/2.					

COMBO KILLERS



Grindstone vs. Goda's Blessing: Mr. Yuck knows what he hates, and he hates Millstone decks. Grindstones have made it even worse—now you can get hoed for playing a mono-color deck. You can hate that frown upside down with a Goda's Blessing. In a red pinch, you don't even need to be playing green to use it, although your opponent will turn green when he discovers it.

Lady of the Mountain	SL	1	+	●●●	LG
5/5					
Lady Driss	SL	1	++	●●●	LG
7/4					
Loathing Gargoyle	SC	1	++	●●●	LG
Flying: ♦: Gargoyle gets 3/+2 and loses flying and end of turn. 2/2.					
Un-Elf's Paladin	SC	1	+++	●●●	LG
Trample: During upkeep, discard a card or buy Folodie and draw a card.					
Paladin gets +6/+3 if 3 is blocked. If Folodie is not blocked, it deals no damage to defender this turn and that player loses his life. 0/3.					
Un-Elf's Faerie	PS	1	+++	●●●	LG
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put these five on top of your library in any order.					
Unholy Shrine	SL	8	***	●●●●●●	LG
First strike, legendary landshaft. 4/4.					
Lobotomy	SEB	U	***	●●●	LG
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Lord Magus	SL	U	***	●●●●●●	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.					
Lord of Treasures	SC	R	***	●●●●●●	LG
When Lord comes into play, play two life and sacrifice two creatures; and target opponent draws two cards. ♦: Regenerate. 10/4					
Malignant Growth	EN	R	***	●●●	LG
DL: ab. During upkeep, add a spawner. During opponent's draw phase, he draws an additional card and takes 1 damage for each creature.					
Marshall Brigandine	SL	U	++	●●●●●●	LG, CL
Romance: 1. 4/6.					
March Goddess	SL	C	++	●●●	LG
Swampwalk. 1/1.					
Matriarch of Birth	SL	C	+++	●●●●	LG
Matriarch does not untap. ♦: Gets control of target creature. If Matriarch leaves your control or becomes untapped, that creature is killed. 1/1.					
Midhouse	SOR	R	++	●●●●	LG
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put 0-1/-1 counters on each creature that opponent controls and Midhouse deals 4 damage to him.					

MAGIC

The Gathering

players guide

Name	End	CR	Rating	Cost	Sets Found
Description					
Frey潔's Charm	EN	U	++	●●	1A
●● Draw a card when any opponent successfully casts a black spell.					
●● Return Frey潔's Charm to your hand.					
Frey潔's Winds	EN	E	++	●●	1A
Put a wind counter on any permanent whenever it becomes tapped.					
Removals with wind counters do not untap. Instead, remove all wind counters on these permanents.					
Frog Tongue	EC	C	++	●	1W
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.					
Fugitive Druid	SC	R	++	●●	1M
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.					
Fungal Bloom	EN	R	++	●●	1E
●● Put a green counter on target Fungus.					
Fungus (Elemental)	SC	R	++	●●	1M
●● Sacrifice a forest: Put a 2/2+2 counter on Fungus (Elemental). Use this ability only if Fungus (Elemental) came into play this turn. 3/2.					
Fungusaur	SC	R	++	●●	1U, 4U, 4W, 5W
Enters the +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 3/2.					
Fyndhorn's Brew	SC	C	++	●●	1M
●● Untap 1 creature. 1/1.					
Fyndhorn's Druid	SC	C	++	●●	1M
If Druid is put into graveyard after it blocks, gain that life. 2/2.					
Fyndhorn's Elder	SC	U	++	●●	1U, 5W
●● Add ●● to your mana pool. 1/1.					
Fyndhorn's Elder	SC	C	++	●●	1M
●● Add ●● to your mana pool. 1/1.					
Fyndhorn's Faerie	EN	R	++	●●	1M
●● All creatures get -1/-1. 1/1. Creatures get -1/-1 until end of turn.					
God's Avenger	SC	R	++	●●	1D
●● Number of artifacts opponent has in play. +1/+1.					
God's Blessing	SOR	B	++	●●	1W
Target player shuffles up to 3 target cards from his or her graveyard into his or her library. (Draw a card. If God's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.)					
God's Cage	SC	R	++	●●	1U, 3W, 4W
●● Turn any land into a basic forest. All target lands return to normal when God's Cage leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. 1/1.					
God's Touch	EN	C	++	●●	1W
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice God's Touch to cast ●● to your mana pool.					
Georgous Gorilla	SC	R	++	●●	1U
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. ●● Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.					

Name	End	CR	Rating	Cost	Sets Found
Giant Tortoise	SC	C	++	●●●●	1G
Giant Tortoise may not attack if it did so during your last turn. 2/4.					
Glibbering Hydroid	SC	C	++	●●	1G
Glibbering Hydroid cannot block black creatures. 3/2.					
Gift of the Woods	SC	C	++	●●	1I
If enchanted creature blocks or is blocked by any creature, it gets +0/+3 until end of turn and you gain one life.					
Glyph of Reinforcement	INS	C	++	●●	1G
Any all creatures blocked by target will this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.					
Gorilla Berserker	SC	C	++	●●●●	1I
Trouble, page 2. Counter is blocked by 1 or 2 creatures. 2/3.					
Gorilla Chieftain	SC	C	++	●●●●	1I
●●●●: Regenerate. 3/3.					
Gorilla Pod	SC	C	++	●●●●	1I
Foechaser. 3/3.					
Granger Gullmaggie	SC	C	++	●●	1G
●●●●: Target creature gains first strike. ●●●●: Granger Gullmaggie does 1 damage to target creature or player and 1 damage to you. 1/1.					
Grizzly Bear	SC	C	++	●●●●	1U, 4U, 4W, 5W
2/2.					
Hall Storm	INS	U	++	●●●●	1I
Hall Storm deals two damage to each attacking creature and one damage to you and each creature you control.					
Hall of Gemstone	EN	R	++	●●●●	1G
During each player's upkeep, that player chooses a color. Until end of turn, each nonproducing land produces mana of the chosen color instead of its normal color.					
Harrow	INS	B	++	●●●●	1M
Sacrifice 1 land. Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.					
Harvest Moon	SC	C	++	●●●●	1W
When Harvest Moon comes into play, return any basic land card from your graveyard to your hand or bury Harvest Moon. 3/2.					
Hearthwood Dryad	SC	C	++	●●●●	1M
Hearthwood Dryad can block creatures with shadow. 2/1.					
Hearthwood Giant	SC	B	++	●●●●	1M
●●: Soggy in Forest: Giant deals 2 damage to target player. 4/4.					
Hearthwood Treant	SC	B	++	●●●●	1M
Foechaser. 3/4.					
Hedge Path	EN	B	++	●●●●●●●●	1OK
All green creatures gain Foechaser.					
Hornet Token	SC	C	++	●●●●	1G
●●: Fly strike. 2/1.					
Horned Silver	SC	B	++	●●●●	1M
All Silver gain trample. 2/2.					
Hot Springs	EN	B	++	●●●●	1M
●●: Tap land. Hot Springs enchanters to prevent 1 damage to any target.					
Hungry Mist	SC	C	++	●●●●●●●●	1U, 5W
During your upkeep, pay ●●●●●●●● to buy Hungry Mist. 6/2.					
Hurricane	SOR	B	++	●●●●●●●●	1U, 4U, 4W, 5W
Do X damage to all players and flying creatures.					
Ice Storm	SOR	B	++	●●●●	1U
●●●●: Destroy any land.					
Immeasurably Dried	SC	U	-	●●●●	1G
●●●●: Do 4 damage to any player casting on instant, except for the first one cast by that player that turn. 1/1.					
It's All Fun	SC	B	++	●●●●	1M
Flying. ●●●●: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.					
Jungle Wurm	SC	C	++	●●●●	1G
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.					
Juniper Dragon	SC	C	++	●●●●	1M
●●●●: Juniper Dragon controls lands when it enters the battlefield. Return Juniper Dragon to its owner's hand when it leaves the battlefield.					
Kazoo Meerkat	SC	U	++	●●●●	1G
Transcend from this. 2/1.					
Katobatic Winds	EN	R	++	●●●●	1S
Flying. Creatures with flying cannot attack, block, or use any ability that includes ●● in the activation cost.					
Keyso	SL	R	++	●●●●	1I
All green creatures you control get +1/+1. 2/2.					
Killer Bees	SC	U	++	●●●●	1G, 4U, 5W
Flying. ●●●●: Kill Bees +1/+1 until end of turn. 0/1.					
King Cheetah	SC	C	++	●●●●	1S
You may play King Cheetah whenever you can play an instant. 3/2.					
Krokklin	SC	U	++	●●●●	1M
Comes into play with X +1/+1 counters on it. ●●●●: Regenerate. 0/0.					
Krotte	EL	R	+	●●●●	1U, 5W
When target land is tapped, it is destroyed. The player who just lost a land to Krotte must place it on any other land in play.					
Kyros Drinker	SC	U	++	●●●●	1S
Flying. ●●●●: Kyros Drinker +1/+1 until end of turn. 0/1.					
Lava Breath	SC	U	++	●●●●	1G, 4U, 5W
●●●●: Lava Breath +1/+1 until end of turn. (Max 1) Sacrifice Kyros and Spitting Drake. Search your library for Volcanic Drake and put it into play. 3/3.					
Lava Gushers	SC	C	++	●●●●	1G, 4U, 5W
Fist strike. 2/2.					
Leaping Lizard	SC	C	++	●●●●	1I
●●●●: Flying and -0/-1 until the end of turn. 2/3.					
Ley Brand	SC	B	++	●●●●	1U, 4U, 5W
●●●●: Untap a land of your choice. 1/1.					
Lizardlings	SC	B	++	●●●●	1U, 5W
equal the total number of creatures in all graveyards. * +1.					
Lichenthorn	SC	B	++	●●●●	1S
For each 1 damage dealt to Lichenthorn, put a -1/-1 counter on it instead. During your upkeep, remove one of these counters from Lichenthorn. 5/5.					
Liege of the Hollows	SC	B	++	●●●●	1M
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 green Soggy Soggy tokens into play. 3/4.					
Lifelore	IN	B	++	●●●●	1U, 4U, 5W
●●●●: Counter a black spell as it is being cast.					
Liliana	IN	B	+	●●●●	1U, 4U, 5W
Changes the color of one card in play to green.					
Living Artifact	FA	E	++	●●●●	1U, 4U, 5W
The 1 counter on target artifact per life you lose. During upkeep, you may trade cards and only one counter for 1 life.					
Living Land	IN	B	++	●●●●	1U, 4U, 5W
Fight all lands in play on 1/1 creatures.					
Living Plans	FW	B	++	●●●●	1G
All lands are now also 1/1 creatures.					
Unswarrior Behemoth	SC	U	++	●●●●	1M
Tap a creature you control: +1/+1 until end of turn. 4/4.					
Unswarrior Druid	SC	C	++	●●●●	1M
●●●●: Sacrifice Unswarrior Druid. Untap all forests. 1/2.					
Unswarrior Elves	SC	C	++	●●●●	1U, 4U, 5W
●●●●: Add ●●●● to your mana pool. 1/1.					
Unswarrior Sentinel	SC	C	++	●●●●	1M
When Unswarrior Sentinel comes into play, you may pay ●●●● to search your library for a Unswarrior Sentinel card. Put that card into play. 2/3.					
Locust Swarm	SC	U	++	●●●●	1G
Flying. ●●●●: Bring Locust Swarm, the only one in each turn. 1/1.					
Zone	EC	U	++	●●●●	1U, 4U, 5W
All neutrals that can block target creature must do so.					
Zone of Prey	INS	R	++	●●●●	1G
Play only if an opponent casts a summon spell this turn. Put a green summon card from your hand into play or though it were just played.					
Turner	SC	R	++	●●●●	1K
Counter is target of spells unless it attacked or blocked this turn. 2/2.					
Walloping Wind	EC	R	++	●●●●	1K
●●●●: During target creature's controller's upkeep, Walloping Wind does 2 damage to that player.					
Wormhole Harness	EC	R	+	●●●●	1H
Target creature loses flying. Creatures assigned to block or who are blocked by Wormhole Harness get first strike until the end of turn.					
Worms	SC	R	++	●●●●	1G
* is equal to the number of cards in your hand. 1/1.					
Worthless Flyer	SC	C	++	●●●●	1K, 4U, 5W
Opponent takes 2 poison counters when damaged by Worthless Flyer. 1/2.					
Master of the Hunt	SC	R	++	●●●●	1S
●●●●: Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt. In play. 2/2.					
Morphomorph	SOR	C	+	●●●●	1M, CR
Sacrifice creature for casting cost +1 mana of any color, which can only be used for summon spells.					
Midnight Spores	SC	R	++	●●●●	1G
Flying. Whenever Spores blocks a creature, get 4 counters on the creature. During controller's upkeep, remove 4 counters from the creature. As long as creature has any counters, it does not untap as normal. 0/1.					
Miri's Guide	EN	R	++	●●●●	1M
During your upkeep, you may look at the top three cards of your library and put them back in any order.					
Mongrel Pack	SC	R	++	●●●●	1W
●●●●: Mongrel Pack is put into my graveyard from play during combat, put four Hounds tokens into play. Treat these tokens as 1/1 green creatures. 4/4.					
Mortal Wounds	EC	C	++	●●●●	1S
H damage is dealt to enchanted creature, destroy it. 3/3.					
Moss Master	SC	C	++	●●●●	1G
●●●●: If Mondo Lion attacks, defending player may pay ●●●● to have it deal no combat damage this turn. 2/1.					
Mondo Lion	SC	C	++	●●●●	1G
●●●●: Mondo Lion attacks, defending player may pay ●●●● to have it deal no combat damage this turn. 2/1.					
Muscle Silver	SC	C	++	●●●●	1W
All Silver gets +1/+1. 1/1.					
Muscle Grouse	SC	R	++	●●●●	1W
●●●●: Muscled Grouse has power and toughness each equal to 1 plus its last paid cumulative upkeep. 1+1+1+1.					
Neto Rap	SC	C	++	●●●●	1A, 4W
If Neto Rap damages opponent, it does 1 point of damage during opponent's next upkeep unless it's paid 1/1.					
Natural Balance	WOTC	R	++	●●●●	1G
Each player with 5 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play.					



Rathi Dragon vs. Capsize: What do you get when you cross an Ophelia and a blander? A big mess that looks not unlike the remains of a player who's been stomped into the ground by a Rathi Dragon. Fortunately (and unlike the defenseless Ophelia) there's protection. A one-shot Capsize will frustrate your opponent—buyback Capsize will ensure he never plays the Dragon again. Fly, that!

Itself Energy EN U ++ ● 1U, 4U, 5W You mayump creature one extra time during your turn; target may attack when it comes into play.

Ironroot Treefolk SC C ++ ● 1U, 4U, 5W 3/5

Jackal Wurm SC U ++ ● 1U, 4U, 5W 3/5

Jackal Wurm gets -2/+1 for each extra creature blocking it. 6/6.

Jackal's Counter SC C ++ ● 1U, 4U, 5W 3/5

Jackal's Counter: Cannot be the target of spells or effects. 2/2.

Javelin's Ferocity SC C ++ ● 1U, 4U, 5W 3/5

If Ferocity attacks, they get +0/+2. At end of combat, tap all creatures blocking Ferocity. They can't untap as normal next upkeep phase. 1/1.

Jungle Patrol SC R ++ ● 1U, 4U, 5W 3/5

●●●●: Put a Wood token into play. Treat as a 1/1 green creature that counts as a wall. Sacrifice 5 tokens: Add ●●●● to your mana pool. 3/3.

Jungle Wurm SC C ++ ● 1U, 4U, 5W 3/5

Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.

Juniper Dragon SC C ++ ● 1U, 4U, 5W 3/5

●●●●: Juniper Dragon controls lands when it enters the battlefield. Return Juniper Dragon to its owner's hand when it leaves the battlefield.

Kazoo Meerkat SC U ++ ● 1U, 4U, 5W 3/5

Transcend from this. 2/1.

Katobatic Winds EN R ++ ● 1U, 4U, 5W 3/5

Flying. Creatures with flying cannot attack, block, or use any ability that includes ●● in the activation cost.

Keyso SL R ++ ● 1U, 4U, 5W 3/5

All green creatures you control get +1/+1. 2/2.

Killer Bees SC U ++ ● 1U, 4U, 5W 3/5

Flying. ●●●●: Kill Bees +1/+1 until end of turn. 0/1.

King Cheetah SC C ++ ● 1U, 4U, 5W 3/5

You may play King Cheetah whenever you can play an instant. 3/2.

Krokklin SC U ++ ● 1U, 4U, 5W 3/5

Comes into play with X +1/+1 counters on it. ●●●●: Regenerate. 0/0.

Krotte EL R + ● 1U, 4U, 5W 3/5

When target land is tapped, it is destroyed. The player who just lost a land to Krotte must place it on any other land in play.

Kyros Drinker SC U ++ ● 1U, 4U, 5W 3/5

Flying. ●●●●: Kyros Drinker +1/+1 until end of turn. 0/1.

Lava Breath SC U ++ ● 1U, 4U, 5W 3/5

●●●●: Lava Breath +1/+1 until end of turn. (Max 1) Sacrifice Kyros and Spitting Drake. Search your library for Volcanic Drake and put it into play. 3/3.

Lava Gushers SC C ++ ● 1U, 4U, 5W 3/5

Fist strike. 2/2.

Leaping Lizard SC C ++ ● 1U, 4U, 5W 3/5

●●●●: Flying and -0/-1 until the end of turn. 2/3.

Ley Brand SC B ++ ● 1U, 4U, 5W 3/5

●●●●: Untap a land of your choice

Name	Description	R&D	CR	Rating	Cost	Sets Found	Name	Description	R&D	CR	Rating	Cost	Sets Found	Name	Description	R&D	CR	Rating	Cost	Sets Found	
Natural Order	SOR 1 *** 0*** VS Sacifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.	50	1	***	0***	VS	Reapite	INS C *** 0***	TM						Seedling Charm	INS C *** 0***	MG				
Natural Selection	MS 1 *** 0*** LU Look at no 3 cards of any library. You may then shuffle that library.	50	1	***	0***	LU	Revelation	EW R *** 0***	LG, CR						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Natural Spring	SOR 1 *** 0*** TM Target player gains 3 life.	50	1	***	0***	TM	Rime Dried	SC C *** 0***	M						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Chosen	EC 1 *** 0*** AI Play an one of your creatures. (1): Untap creature. Use only during your turn and only once per turn. (2): Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.	50	1	***	0***	AI	Rise of Subsidi	EN R *** 0***	M						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Kiss	10 1 *** 0*** WL Remove top card from your graveyard from the game. Enchanted creature gets +1/+1 until end of turn.	50	1	***	0***	WL	River Bee	SC C *** 0***	VS						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Love	SOR 1 *** 0*** M, 5th Search your library for one forest card and put it in play.	50	1	***	0***	M, 5th	Rogue Elephant	SC C *** 0***	WL						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Resources	SOR 1 *** 0*** WL Each player chooses a number of cards equal to the number of creature cards in his or her graveyard.	50	1	***	0***	WL	Root Mine	EN R *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Reward	EN R *** 0*** TM All lands are 2/2 creatures.	50	1	***	0***	TM	Roots	EC U *** 0***	HL						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Nature's Wrath	EN R *** 0*** AI During your upkeep, pay (1) or copy Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.	50	1	***	0***	AI	Roots of Life	EN U *** 0***	M						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Needle Storm	SOR 1 *** 0*** TM Needle Storm deals 4 damage to each creature with flying.	50	1	***	0***	TM	Roots of Life	EN U *** 0***	M						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Netherspawn	SC 1 *** 0*** MG During your upkeep, Netherspawn deals 1 damage to you. 4/4.	50	1	***	0***	MG	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Well Silver	SC R *** 0*** OK 0***, (1): Regenerate target creature. 2/2.	50	1	***	0***	OK	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Right Soil	EN C *** 0*** FE (1): Take two creatures in your graveyard and return them from the game to put a Sprouting token, a 1/1 green creature, in play.	50	1	***	0***	FE	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Rooting Gird	SC 1 *** 0*** TM Rooting Gird loses this ability and becomes a creature enchantment that costs (1): Regenerate enchanted creature instead of a creature. Move Root into target creature. You may pay (1) to end this effect. 1/1.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Overview	SOR 1 *** 0*** TM All creatures you control get +3/+3 and gain trample until end of turn.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pale Barn	SC R *** 0*** M Howl. 2/2.	50	1	***	0***	M	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Poisonous Worms	SC C *** 0*** VS *number of forests you control. 1/1.	50	1	***	0***	VS	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
People of the Woods	SC U *** 0*** OK *number of forests you control. 1/1.	50	1	***	0***	OK	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pincer Beetles	SC C *** 0*** TM Pincer Beetles cannot be the target of spells or abilities. 3/1.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pole Queen	SC R *** 0*** LS 0***, (1): Give target creature flying until end of turn. 1/1.	50	1	***	0***	LS	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Powderkiss	EN U *** 0*** AD Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.	50	1	***	0***	AD	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pradesh Eyes	SC C *** 0*** LG, 5th (1): Give target creature +2/+0 until end of turn. 1/1.	50	1	***	0***	LG, 5th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Preferred Selection	EN R *** 0*** MG At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay (1) to draw the card.	50	1	***	0***	MG	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Primal Order	EN R *** 0*** HL, 5th During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.	50	1	***	0***	HL, 5th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pygmy Abomination	SC R *** 0*** M Swampwalk. 2/2.	50	1	***	0***	M	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Pylmite	SC C *** 0*** M Draw a card at start of the turn after Pylmite comes into play. 1/1.	50	1	***	0***	M	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Quarion Druid	SC R *** 0*** VS 0***, (1): Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.	50	1	***	0***	VS	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Quarion Elves	SC C *** 0*** MG When you play Quarion Elves, choose a color. (1): Add one mana of the chosen color to your mana pool. (2): Add (1) to your mana pool. 1/1.	50	1	***	0***	MG	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Quarion Ranger	SC C *** 0*** VS Rescue a forest you control to owner's hand. Untap target creature. Use this ability only once each turn. 1/1.	50	1	***	0***	VS	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Raided Womb	SC U *** 0*** 10, 0, 5th +2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.	50	1	***	0***	10, 0, 5th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Radiant Spirit	SC U *** 0*** 10, 4th, 5th 0***: Target creature loses flying ability until end of turn. 3/2.	50	1	***	0***	10, 4th, 5th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Rampant Growth	SC C *** 0*** 10, 5th, TM Search your library for a basic land card and put it into play, tapped.	50	1	***	0***	10, 5th, TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reality Anchor	INS C *** 0*** TM Target creature loses shadow until end of turn. Draw a card.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reap	INS U *** 0*** TM Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Rebirth	SOR R *** 0*** 10, 4th Each player may hand to 20 life. Any player so choosing antes an additional card from top of his library. Remove it if not playing for ante.	50	1	***	0***	10, 4th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Recycle	EN R *** 0*** TM Skip your draw phase. Whenever you play a card, draw a card. During your draw phase, choose and discard all but two cards.	50	1	***	0***	TM	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Redeemed Forestfolk	SC C *** 0*** WL 3/6.	50	1	***	0***	WL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Regeneration	EC C *** 0*** 10, 4th, 5th, MG 0***: Regenerate enchanted creature.	50	1	***	0***	10, 4th, 5th, MG	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reproval	SOR U *** 0*** 10, 4th Bring a card from your graveyard into your hand.	50	1	***	0***	10, 4th	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reincarnation	INS U *** 0*** 0***, VS If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.	50	1	***	0***	VS	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reinforcement	SOR C *** 0*** HL Sacrifice a land to search your library and put a basic land into play. Cards.	50	1	***	0***	HL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Requiem	SC C *** 0*** HL Sacrifice a land to search your library and put a basic land into play. Cards.	50	1	***	0***	HL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Reverberate	SC C *** 0*** HL Sacrifice a land to search your library and put a basic land into play. Cards.	50	1	***	0***	HL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Revenant	SOR C *** 0*** HL Sacrifice a land to search your library and put a basic land into play. Cards.	50	1	***	0***	HL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
Revenant	SC C *** 0*** HL Sacrifice a land to search your library and put a basic land into play. Cards.	50	1	***	0***	HL	Rewards	SC C *** 0***	TM						Return Target Creature Enchantment to Owner's Hand	INS C *** 0***	MG				
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Revenant	SC C *** 0*** HL																				

MAGIC The Gathering®

players guide

Name	Knf	Ok	Rating	Cost	Sets Found
Thornback	SDR	U	***	0	M
Destry target land. You gain one life if that land is snow-covered.					
Thicker Skins	SC	U	***	0	L,U,4th,5th
Any non-evil creature blocking or blocked by Berserk is destroyed. 3/4.					
Thorn Thallid	SC	C	***	0	FE
During your upkeep, put a snow counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 3/3.					
Thoughtsteed	EN	U	***	0	IA
Gain 1 life whenever target opponent traps an island.					
Timber Wolves	SC	R	**	0	L,U,4th
Bonds. 1/1.					
Tinder Mill	SC	C	****	0	IA
Sacrifice: Add 0, 0, 0. Sacrifice: Do 2 damage to creature it blocks. 0/3.					
Tonic's Song	EN	I	***	0	AQ,U,4th,5th
Every non-creature effect loses its abilities and becomes an inflict creature with power and toughness equal to its casting cost.					
Tornado	EN	I	*	0	IA
Or: 0, 0, 0. Pay three life for each counter on Tornado. Destry target permanent and put a counter on Tornado. Use only once each turn.					
Touch of Vines	INS	U	**	0	IA
Target is unaffected by summoning sickness and may attack on extra turns. Casting					
Tracker	SC	E	***	0	DE
0, 0, 0. Do 3 damage to power to target creature. Target creature does damage equal to its power to Tracker. 2/2.					
Trallblazer	INS	E	***	0	M
Target creature may not be blocked this turn.					
Trained Arrowhead	SC	C	**	0	TM
3/3.					
Tranquill Domain	INS	C	****	0	IN
Destry all global enchantments.					
Tranquill Grove	EN	R	****	0	WL
0, 0, 0. Destry all other enchantments.					
Tranquility	SDR	C	****	0	L,U,4th,5th,TB
Destry all enchantments in play.					
Tropical Storm	SDR	U	***	0	IN
Do 3 damage to all Flying creatures and 1 damage to all blue creatures.					
Tranquilling Arrowhead	SC	I	***	0	TM
0, 0, 0. Target creature blocks Tranquilling Arrowhead His turn if able. 3/3.					
Tsunami	SDR	I	***	0	L,U,4th,5th
Destry all islands in play.					
Typhoon	SDR	I	**	0	IA
Do 1 damage to opponent for each island he controls.					
Uncle Brest	SC	C	**	0	M
Or: 0, 5/4.					
Uncle Fornie	SC	C	**	0	AG
Flying. 0, 0, 0. Sacrifice Uncle Fornie; Destry target artifact. 1/1.					
Uncle Oniguryan	SC	I	**	0	NS
When Uncle Oniguryan comes into play, destroy target artifact. 2/2.					
Uncle Vilmos	SC	C	**	0	M
* is number of fetches you have. SC: Sacrifice Ionix. Regenerate. */*.					
Undergrowth	INS	E	**	0	IA
No creatures deal damage in combat this turn. If you pay 0, 0 in addition to casting cost, Undergrowth doesn't affect red creatures.					
Unseen Walker	SC	U	***	0	IN
Forestwalk. 0, 0, 0. Target creature gains forestwalk 'til end of turn. 1/1.					
Untamed Wilds	SDR	U	***	0	L,U,4th,5th
Search your library for one basic land card and put it in play.					
Urgano Bee Sting	SDR	U	***	0	IN
Urgano Bee Sting deals 2 damage to target creature or player.					
Venom	EE	C	***	0	DC,4th,5th
All non-evil creatures in combat with target are destroyed after combat.					
Venomous Breath	INS	U	***	0	U
All creatures in combat with target are destroyed after combat.					
Verdant Force	SC	I	**	0	TM
During each player's upkeep, that player puts a Sappling token into play.					
Treat this token as a 1/1 green creature. 2/2.					
Vendigrit	SC	I	***	0	IA
Destry target artifact.					
Vendored Enchantress	SC	I	**	0	DE
Draw a card each time you cast an enchantment. 0/2.					
Veteran Explorer	SC	I	**	0	M
If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.					
Village Elder	SC	C	**	0	M
0, 0, 0. Sacrifice a Forest: Regenerate target creature. 1/1.					
Walkie	INS	C	***	0	IN
Untap all creatures you control.					
Waiting in the Woods	SDR	I	***	0	IN
Each player puts a 1/1 green token into play for each of its untapped forests.					
Wall of Brambles	SC	U	**	0	L,U,4th,5th
0, 0, 0. Regenerates. 2/3.					
Wall of Ice	SC	U	**	0	L,U,4th,5th
0, 0, 0.					
Wall of Pine Needles	SC	U	**	0	I
0, 0, 0. Regenerates. 3/3.					
Wall of Roots	SC	C	***	0	IN
Put a 0-1 counter on Wall of Roots: Add 0 to your mana pool. Use this ability only once each turn. 0/5.					
Wall of Wood	SC	C	*	0	L,U,4th,5th
0, 0, 0.					
Wonderland	EE	U	**	0	L,U,4th,5th
Do 1 damage to controller of target creature during upkeep.					
Worl'Hammer	SC	C	***	0	L,U,4th,5th
Hammer. 2/3.					
Worhog	SC	C	***	0	Y
Smashwalk. 3/2.					

Name Description	Kind	CR	Rating	Cost	Sets Found	Name Description	Kind	CR	Rating	Cost	Sets Found
Web Target creature gains +0/-2 and may block Flying creatures.	EC	R	**	•	L, U, M, H	Aladdin • • • Steel an effect. 1/1.	SC	R	***	• • •	M, U, H
Whippet • • • Target may not regenerate or be the target of damage-dealing effects. If target goes to graveyard, remove it from the game. 1/1.	SC	U	***	•	SC	Aleatory Flip a coin. If you win, target creature gets +1/+1 until end of turn. Continue.	IMS	U	**	• •	AL
Whirling Dervish Protection from block. Gains +1/+1 if it damages opponent. 1/1.	SC	U	***	• •	15, 46, 56	Ali Baba • Tap a wall. 1/1.	SC	U	**	•	AK, AH
Whip Ties Can block Flying creatures. You may choose not to untap Vines during untap phase. • • Tap target Flying creature blocked by Whips. Creature does not untap as normal as long as Vines remains tapped. 1/4.	SC	C	**	• •	M	Ali's Tower Target defending creature gains +3/+1 till end of turn.	IMS	C	**	• •	H
Whitewash All flying creatures lose Flying until end of turn. If Whitewash is in your graveyard, you may sacrifice a snow-covered land to return it to hand.	INS	U	***	• •	SC	Ali-Gaia Gaze You cannot be reduced below one life due to damage. 0/1.	SC	U	**	• •	AL
Wingless Put six +1/+1 counters on Wiligo. During your upkeep, put a +1/+1 counter on Wiligo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiligo. 0/0.	SC	R	**	• • •	M	Amber All blocking creatures get first strike.	IMS	C	**	• •	H
Wild Elephant Trample. 3/3.	SC	C	**	• •	MG	Amber Party First strike. May attack the turn it comes into play on your side. 3/1.	SC	C	**	• •	HL, SH
Wild Growth Target land provides an extra • when tapped for mana.	EL	C	**	•	L, U, R, M, H, 34, 56	Am-Zarrin Roars A creature type of your choice does not untap during untap phase.	BI	R	**	• • •	H
Willow Faerie Flying. 1/2.	SC	C	**	• •	M	Ambo Aviator • • Target Ambo gets +1/+1 till end of turn. 1/1	SC	R	**	• •	M
Willow Faeries • • Take Faerie from your hand and put it directly into play. • • Target green creature gains protection from block until the end of turn. 2/2.	SC	R	***	• • •	M	Ambo Background First strike. 2/3.	SC	C	**	• •	M
						Ambo Shaman • • Do 1 damage to target creature or player. 2/2.	SC	C	***	• •	M
						Ambo Spirit Grotto All creatures get +1/+0. 1/3.	SC	R	**	• • •	M
						Anarchy Destroy all white permanents.	SOR	U	****	• • •	M

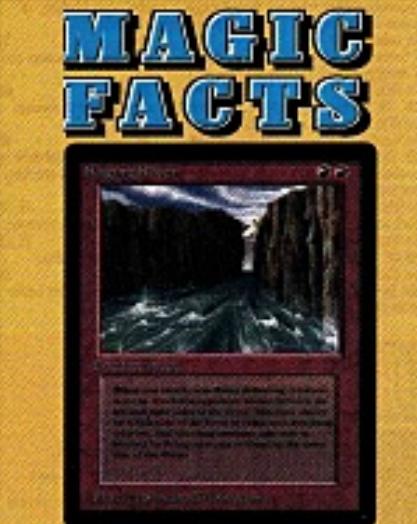
COMBO KILLERS



Recycle vs. Stupor:
This one's almost too easy. Recycle is a very potent card, but with a significant weakness: Unless your opponent has some other way of drawing cards, discard effects completely screw him. So forget ecological awareness. Once your opponent tries to get the machine going, stick him with a Stupor and empty his hand.

Willow Satyr	SC	3	++	●●●	LG
•: Gain control of target legend. Lose control of this legend if Satyr attacks or leaves your control. You may leave Satyr tapped. 1/1.					
Wind Shear	INS	1	++	●●●	VS
All cracking flying creatures get -2/-2 and lose flying until end of turn.					
Winter Blast	SOR	0	++	●●●	LG, M, Sb
Top X target creatures. Do 2 damage to each target flying creature.					
Winter's Grasp	SOR	0	++	●●●	M
Destroy target legend.					
Wolverine Pack	SC	C	++	●●●	LG, Sb
Ravage: 2, 2/4.					
Wood Elemental	SC	R	+	●●●	M
Sacrifice 1 trapped forest when casting Wood Elemental. */*.					
Woolly Mammoths	SC	C	++	●●●	M
Gains trample if you control any snow-covered lands. 3/2.					
Woolly Spider	SC	C	++	●●●	M
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.					
Wormhole Tutor	INS	U	++	●●●	BS
Search your library for a creature card and reveal that card to all players. Shuffle this library card put the revealed card back on top of it.					
Wormwood Treewalk	SC	R	++	●●●	BK
•: Forestwalk until end of turn and you take 2 damage. •: Swamwalk until end of turn and you take two damage. 3/4.					
Wytul Wolf	SC	U	++	●●●	AK, Sb
•: Give a creature +1/+1 until end of turn. 1/1.					
Yevimaya Angels	SC	C	++	●●●	M
•: +1/+2 until end of turn. 2/3.					
Yevimaya Arts	SC	R	++	●●●	M
Trample, CR: ●●●. Illustrated by Summoning Sickness. 5/1.					
Yevimaya Grotts	SC	U	++	●●●	M
Flying. •: Regenerates. 0/1.					
RED					
Active Volcano	INS	C	+	●	BS, CF
Deplete a blue permanent or return an island to owner's hand.					
Archaeo-Burkster	SC	U	++	●●●	M
Ravage: 3, 2/4.					
Asher Hale	EN	U	++	●●●	WL
When any creature comes into play, Flash dash 3 damage to that creature.					
Asheshok	SOR	C	++	●●●	M
Destroy target artifact, creature, or land. Asheshok deals 3 damage to you.					
Agent of Strength	SC	—	—	●	M
•: Add • to your mana pool. 1/1.					
Agility	EC	C	++	●●●	BS
Enchanted creature gets +1/+1 and gains Flanking.					
Aggression	EC	U	++	●●●	M
Target non-evil creatures gains Flare strike and trample. Destroy that creature at the end of turn in which it did not attack.					
Ancient Runes					
During each player's upkeep, he takes 1 damage for each artifact he controls.					
Apocalypse	SOR	E	++	●●●	BS
Remove all permanents from the game. Discard your hand.					
Armorer Goldstrike	SC	E	++	●●●	AG
Target creature gets +1/+0. •: Target gets +0/+1. 1/1.					
Artifact Blast	INT	C	+	●	MQ
Cause an artifact to it is being cast.					
Attag	SC	C	++	●●●	AD, R, Sb
•: Sacrifice an artifact: +2/+2, 1/2.					
Avalanche	SOR	U	+	●●●●	M
Destroy all snow-covered lands.					
Backdraft	INS	U	++	●●●	M
Do half the damage (round down) done by one creature to its center.					
Baldorian Barbarians	SC	C	++	●●●	M
3/2.					
Baldorian Horde	SC	R	++	●●●	M
When Horde enters play, randomly discard a card or bury Horde. 5/5.					
Baldorian Horde	SC	R	++	●●●	M
Put X (1/+0 counter on Horde when it comes into play. •: Remove a +1/+0 counter to prevent 1 damage to Horde. •: Put a +1/+0 counter on Horde during your upkeep. 6/1.					
Baldorian War-Makers	SC	C	++	●●●	M
Ravage: 1. War-Makers is unaffected by summoning sickness. 3/2.					
Ball Lightning	SC	R	++	●●●	LG, 16, Sb
•: Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning or end of turn in which it comes into play. 6/1.					
Battering Blades	SC	C	++	●●●	M
•, •: Give target creature snow-covered knockback ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.					
Buried Silver	SC	E	++	●●●	BS
Each Silver gains: •: This creature gets +1/+0 until end of turn. 2/2.					
Burrowing Attack	INS	E	++	●●●	MQ
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.					
Battle Fantasy	INS	C	++	●●●	BS
All your green creatures gain +1/+1 until end of turn. All your after creatures gain +1/+0 until end of turn.					
Beasts of Bogorion	SC	U	++	●●●	LG, DI
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.					
Bestial Fury	EC	C	++	●●●	M
If enchanted creature attacks and is blocked, it gains trample and gets +1/+0 until end of turn. Castrip.					
Betrothed of Fire	EC	C	+	●●●	WL
Soakies on untargeted creature: Enchanted creature gets +2/+0 until end of turn. Soakies untargeted creature: You control it +1/+0 until end of turn.					
Bird Maiden	SC	C	+	●●●	AM, 4th, Sb
Flying. 1/2.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Bleeding Effigies	SC	C	++	++	LG	Crusade	EN	U	+	++	LG	Divine Host	SC	C	***	++	LG
When placed in the graveyard from play, Bleeding Effigies does 3 damage to target creature. If it is killed by another Effigy, it also deals damage equal to the damage dealt to that Effigy. 0/3.						Creates with unsummoned may be blocked.						• Target creature with power 2 or less is unblockable this turn. 1/1.					
Blind Fury	INS	U	++	++	MG	Crusade Hellkite	SC	R	***	++	MG	Divine Fury	SC	E	+	+	HL
All creatures lose template until end of turn. Double all combat damage assigned to creatures this turn.						Flying. 0/0. Do X damage to target creature. Spend red mana only. 6/6.						• Target Dwarf gets unsummoned until the end of turn. 1/1.					
Blistering Barrier	SC	C	++	++	MG	Crusade Kobold	SC	R	+	+	LG	Divine Grace	SC	E	++	++	HL
Counts as a wall. 5/2.						Crusade Kobolds are red creatures. 0/1.						• At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls one Islands. 1/1.					
Blood Frenzy	INS	C	***	++	TM	Crusade Marauder	SC	R	++	++	LG, 4/4, 5/6	Divine Herald	SC	C	++	++	ES, 5h
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.						Flying. 0/0. Do 1 damage to an attacking or blocking creature. 2/2.						• If Owanen Soldier blocks or gets blocked by Dies, it gains +0/+2 until end of turn. 2/2.					
Blood Lust	INS	C	***	++	LG, 4h, 5h	Crusade Sac	SC	U	+	++	MG	Divine Song	INS	U	+	+	LG
Target creature gets +4/+4. Its toughness does not go below 1.						Flying. If Sac blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.						Change color of any number of target creatures to red until end of turn.					
Blood Moon	EN	R	****	++	DR, CH	Crusade Shambala	SC	C	***	++	LG	Divine Thunderbird	SC	R	***	++	WL
Test all non-basic lands as basic mountains.						• Enchanted creature gets +1/+0 until end of turn. 0/1: Before Crown of Holes to owner's hand.						Switch power and toughness of target creature until end of turn. Effects then alter that creature's power after its toughness instead, and vice versa, until end of turn. 1/1.					
Blockade Cycles	SC	C	++	++	WL	Crown of Holes	EN	R	***	++	LG	Divine Trader	SC	C	+	+	HL
Blockade Cycles attacks each turn if able. 3/3.						Top all lands when Crown of Holes comes into play. Blasts do not enter during their controller's upkeep phase.						1/1.					
Boogerman Fireland	SC	C	++	++	WL	Deathblast	SOR	R	++	++	TM	Divine Vigilante	SC	C	—	—	VS
If Boogerman Fireland is put into any graveyard from play, it deals 2 damage to target creature. 2/1.						Top target creature. That creature deals damage equal to its power to another target creature.						• If Owanen Vigilante attacks and is not blocked, you may choose to have it deal no combat damage this turn. If so, Vigilante deals an amount of damage equal to its power to target creature. 2/2.					
Bogorion Phoenix	SC	E	—	++	VS	Death Spark	INS	U	++	+	AL	Divine Warlord	SC	C	—	—	HL
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it. If Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.						Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 0/0 to pick up Spark.						• Target creature of power no greater than 2 becomes unblockable. 1/1.					
Bolt	INS	U	++	++	TR	Death Spark	INS	U	++	+	AL	Divine Warpriest	SC	U	—	—	AL, DR
Destry all Islands.						• Sacrifice an artifact. Add a +1/+1 counter to target creature. 1/1.						Do 2 damage to end non-flying creature from target flying creature.					
Bolting Blood	INS	C	++	++	WL	Earthborn	EC	C	—	—	LG, 4/4, 5h	Divine Elemental	SC	U	—	—	LG, 4/4
Target creature attacks this turn if able. Draw a card.						Do it damage to all players and non-flying creatures in play.						Do it damage to all players and non-flying creatures in play.					
Bone Shredder	SC	C	—	++	LG	Ember	EW	R	****	++	LG	Divine Elemental	SC	U	—	—	LG
• Creatures damaged by Bone Shredder this turn can't regenerate. 3/3.						Flying. During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, lay it.						Ember	EW	R	****	LG	
Brand of Ill Omen	EC	E	—	++	LG	Ember Cyclops	SC	C	***	++	MG	Flying. During each player's upkeep, he or she may pay 0/0 or 2 life to gain control of Ember Cyclops. 3/4.					
CL: 0/0. Target creature's controller may not cast summon spells.						Ember Elemental	SC	R	***	++	LG	Flying. During each player's upkeep, he or she may pay 0/0 or 2 life to gain control of Ember Elemental. 5/4.					
Berserker	SC	C	—	++	LG, 5h	Emerging Land	SC	U	++	++	LG	Emerging Land	SC	U	++	++	LG
Cannot be assigned to block creatures of power greater than 1. 3/2.						• Owanen Land loses this ability and becomes a creature enchantment that casts "Enchanted creature is unaffected by summoning sickness" instead of a creature. Above Emerging Land onto target creature. You may pay 0/0 to end this effect. 1/1.						• Owanen Land loses this ability and becomes a creature enchantment that casts "Enchanted creature is unaffected by summoning sickness" instead of a creature. Above Emerging Land onto target creature. You may pay 0/0 to end this effect. 1/1.					
Brothers of Fire	SC	C	++	++	LG, 4h, 5h	Ember Scout	SC	C	—	++	LG	Emerging Land	SC	C	—	—	LG
• Do one damage to any target and one damage to you. 2/2.						• Mounts walk until end of turn. 2/2.						• Ember Scout	SC	U	—	—	LG
Bruit, the	EC	C	++	++	LG, 4h, 5h	Eric the Relentless	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Target creature gains +1/+0. 0/0. •: Boogermans.						• •: Regenerates. Unaffected by summoning sickness. 5/2.						• Ember the Relentless	SC	C	—	—	LG
Builder's Bone	SOR	R	***	++	LG	Erreant	EC	C	***	++	LG, 5h	Emerging Land	SC	U	—	—	LG
Destry 0 target artifacts. For each artifact put into the graveyard in this way, Builder's Bone deals 1 damage to that artifact's controller.						Target creature gets +3/+0. No other creature can attack this turn if target creature attacks.						• Ember Erreant	SC	U	—	—	LG
Burnout	EC	C	—	++	AL	Ember Flare	SOR	E	—	++	LG	Emerging Land	SC	U	—	—	LG
Causes target Blue spell. 0/0.						Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.						• Ember Flare	SOR	E	—	++	LG
Burning Polka Street	SC	R	++	++	LG	Ember Warrier	EC	C	***	++	LG, 4h, 5h	Emerging Land	SC	U	—	—	LG
• Do 2 damage to a flying creature if it loses flying for this turn. 2/2.						Target creature does not tap to attack.						• Ember Warrier	EC	C	***	++	LG
Burning Shield Askari	SC	C	—	++	LG	Evapora	SOR	U	++	++	LG	Emerging Land	SC	U	—	—	LG
Fling. 0/0. First strike until end of turn. 2/2.						Deal 1 damage to each Blue and white creature.						• Ember Evapora	SOR	E	—	++	LG
Burrowing	EC	C	—	—	LG, 4h, 5h	Falling Star	SOR	E	—	—	LG	Emerging Land	SC	U	—	—	LG
Target creature gains mountainwalk.						Fling Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and taps if it survives.						• Ember Falling Star	SOR	E	—	—	LG
Canyon Drake	SC	E	—	++	TM	Felic Orders	INS	C	***	++	LG	Emerging Land	SC	U	—	—	LG
Flying. 0/0. Discard a card at random. Canyon Drake gets +2/+0 until end of turn. 1/2.						Choose 0 and one defending creature blocks. The block, if any, must be legal. Play other defense is chosen but before damage is dealt.						• Ember Felic Orders	INS	C	***	++	LG
Canyon Wildcat	SC	C	—	++	TM	Felicit	EC	C	—	—	LG	Emerging Land	SC	U	—	—	LG
Reunites 2/1.						Top all creatures blocking target creature. Felicit deals no damage.						• Ember Felicit	EC	C	—	—	LG
Cave People	SC	E	—	++	LG, 4h, 5h	Fever	BY	E	***	++	WL	Emerging Land	SC	U	—	—	LG
People get +1/+2 until end of turn when they are attacking. 0/0. •: Give target creature mountainwalk until end of turn. 1/4.						All creatures you control are unaffected by summoning sickness.						• Ember Fever	BY	E	***	++	WL
Caves of Despair	EN	U	—	—	LG	Final Fortune	INS	E	***	++	LG	Emerging Land	SC	U	—	—	LG
No players may attack or block with more than two creatures each turn.						Deal another turn. You lose the game at the end of that turn.						• Ember Final Fortune	INS	E	***	++	LG
Chain Lightning	SOR	C	—	—	LG	Fire Drake	SC	U	++	++	LG, 4h, 5h	Emerging Land	SC	U	—	—	LG
Do 3 damage to any target. The target or target's controller may pay 0/0. For Chain Lightning to do 3 damage to a target of his choosing.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Drake	SC	U	—	—	LG
Chandler	SC	C	—	—	HL	Fire Elemental	SC	U	—	—	LG, 4h, 5h	Emerging Land	SC	U	—	—	LG
• •: Destroy target artifact creature. 1/3.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaos Chasm	INS	C	—	—	LG	Fire Elemental	SC	U	—	—	LG, 4h, 5h	Emerging Land	SC	U	—	—	LG
Target creature is unaffected by summoning sickness this turn; or Chaos Chasm deals 1 damage to a creature, or destroy target wall.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaos Harlequin	SC	R	++	++	AL	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
• Remove top card of your library from game. If it's a land, Harlequin gets +4/+0 until end of turn; otherwise, Harlequin gets +3/+0. 2/4.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaos Lord	INT	R	+	++	LG, 4h, 5h	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaos Lord. Otherwise, remove a +1/+1 counter from Chaos Lord. 1/1.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaos Moon	EN	R	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
If the number of permanents during an upkeep is odd, all odd permanents produce an additional +1. If it is even, all odd permanents get +1/+1 and all even permanents produce +1/+0.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaosphere	EN	R	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Chaos Sun	SC	R	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Chaos Sun comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaos Sun. Otherwise, remove a +1/+1 counter from it. 0/0.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Cinder Cloud	INS	U	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Destry target creature. If the creature is white, Cinder Cloud deals 1 damage to its controller, damage equal to the creature's power.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Cinder Guard	SC	U	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
During your upkeep, Cinder Guard deals 2 damage to each other creature you control. 5/3.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Cinder Wall	SC	C	++	+	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
If Cinder Wall blocks, destroy it at end of combat. 3/3.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Coats of Arms	SOR	C	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Destry three target creatures and/or players. Coats of Arms deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Conqueror	EL	U	—	—	LG, 4h, 5h	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Take control of target land.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG
Consuming Frenzy	EC	U	—	—	LG	Fire Elemental	SC	U	—	—	LG	Emerging Land	SC	U	—	—	LG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has lost all these counters on it, destroy the creature and it deals its controller an amount of damage equal to its power.						Do it damage to all players and non-flying creatures in play.						• Ember Fire Elemental	SC	U	—	—	LG



A couple of months ago, WotC ended its Raging River, making it an enchantment world. In some ways, this change is very significant—it's the first time they've changed something as fundamental as a card's type (disregarding All Hallow's Eve), which was merely correcting a mistake. But for play value, the change doesn't change a whole lot. Even before the change, it was ruled that two Raging Rivers just made one really long river.

If the number of permanents during an upkeep is odd, all odd permanents produce an additional +1.

MAGIC The Gathering® players guide

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
flare	INS	C	++	••	U, ALG, 5th
Flare does one damage to any target. Cost: 1p.					
flail	SCB	D	+++	••	U, E, R, 4th, 5th
Destroy all plants in play.					
Flawless Glint	SC	C	+++	•••	TM
• Flawless Glint gets +2/-2 until end of turn. 3/3.					
Flawless Sabotage	SC	U	+++	•••	TM
• Sabotage deals 1 damage to target creature blocking it. 3/4.					
Flawless Wyvern	SC	R	+++	•••	TM
• Flying. • Flawless Wyvern gets +2/-2 until end of turn. 3/3.					
• Ferul	INT	R	-----	••	U, E, R
Buplicate a sorcery or instant just cost. You choose the new target.					
Free Grant	SC	U	-----	•••••	LB
Ranged: 2, 4/4.					
Fortress of Roth	EN	R	-----	•••••	TM
Double all damage assigned to any creature or player.					
Game of Chess	SCB	U	-----	•••••	U, 5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.					
Great Strength	II	C	+++	••	LG, 4th, 5th, 7th
Make target creature +2/+2.					
Glacial Crevasse	EN	I	++	••	IA
• Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.					
Glyph of Destruction	INS	E	+	•	LG
Attack target will you control +10/+0 when blocking. Target will take no damage in combat but is destroyed at end of turn.					
Golden Arms	SC	U	+	•	AD, OH
• Use only when you cast an artifact. If a coin, if opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.					
Golden Bellows Brigade	SE	D	+++	•	U, R, 4th
• Goes trigger until end of turn. 1/1.					

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Description						Description						
Goblin Matriarch	SC	U	***	●●●	1A	Hearth Charr	INS	C	—	●	VS	
Example: Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2, 2/3.						Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblockable this turn.						
Goblin Recruiter	SC	U	***	●●●	VS	Heed Strike	W	B	—	●●●	WL	
When Recruiters comes into play, search your library for any number of Goblin cards, put them on top of your library in any order. 1/1.						At the end of each combat, destroy all creatures that blocked or were blocked this turn.						
Goblin Rock Slid	SC	C	—	●●●	OK, 4th	Heed Wave	W	B	—	●●●	VS	
Example: Rock Slid may not attack unless opponent controls at least one mountain. Rock Slid does not attack if it attacked last turn. 3/1.						Choose one—Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays on additional 1 life for each blocking creature.						
Goblin Sappers	SC	C	—	●●●	1A	Hill Guard	SC	E	**	●●●	1,1,8,46,5h	
●●●: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. ●●●●●●: Target creature you control is unblockable... that creature is destroyed after combat. 1/1.					3/3	If Hirs is in play, 1/1. If Hirs is not in play, 1/1, 1/1, 4h, 5h						
Goblin Scouts	SC	OK	U	***	●●●	Hive of the Scale	SL	E	***	●●●	MG	
Put these tokens in play. Text on 1/1 red goblins with insectswim.						You may choose not to use Hirs. ●●●: Gain control of a Dragon. F Hirs becomes untargeted or be losing your control, lose control of Dragon. 3A						
Goblin Target	SC	B	L	—	●●●	Holding Cycles	SC	U	***	●●●	VS	
If target land is a basic mountain, all Goblins gain +1/+1. Does 1 damage to all Goblins if it leaves play.						Holding Cycles cannot block. 5/5.						
Goblin Ski Patrol	SC	C	—	●●●	1A	Horizon Minotaur	SC	E	**	●●●	1,1,8,46,5h	
●●●: Gain Flying and +2/+0. Use only once and only if you control snow-covered mountains. Easy Ski Patrol at end of turn. 1/1.					2/3	If Horizon Minotaur is put into any graveyard from play, each player chooses one and bears a load he or she controls. 2/3.						
Goblin Snuffmeyer	SC	U	***	●●●	MG	Horizon Sherman	SC	U	—	●●●	WL	
●●●: Sacrifice a Goblin. All red creatures get +1/+1 at end of turn. 1/1.						If Horizon Sherman is put into any graveyard from play, each player chooses one and bears a load he or she controls. 2/3.						
Goblins of the Flag	SC	C	—	●●●	OK, CH	Hornet Jackal	SC	R	—	●	AH, 4h	
Mountainside. Easy Goblins if you control any liversies. 1/1.						●●●: Prevent creature from representing this turn. 1/1.						
Goblin Screamers	SC	U	—	●●●	1A	Hyperion Blacksmith	SC	U	—	●●●	LB	
Screamers neither takes nor deals damage in combat when blocking. ●●●: Goblin Screamers deals 1 damage to the creature it blocks. 1/1.						●●●: Tap or untap target artifact opponent controls. 2/2.						
Goblin Swine-Rider	SC	C	—	●●●	VS	Icebath Auction	SC	R	—	●●●	MG	
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.						Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.						
Goblin Tarnish	SC	E	—	●●●	MG	Imbolc	EE	C	***	●	1A, 4h	
●●●: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tarnish. 1/2.						Make target creature +2/+2.						
Goblin Vandol	SC	B	—	●●●	ML	Importing Wrasse	EE	C	**	●	MG, 5h	
●●●: Destroy target artifact dealing player controls. Goblin Vandol deals no combat damage this turn. Use this ability only if Goblin Vandol is attacking and unblocked and only once each turn. 1/1.						Target creature cannot be blocked by less than 2 creatures.						
Goblin War Drums	EN	C	***	●●	FF, 5h	Incerus	IMS	C	*****	●●	1A, 4h, 5h	
Lock attacker you control may not be blocked with less than two creatures.						Do three damage to any target. Creatures may not regenerate.						
Goblin Warriors	EN	B	***	●●●	FF, 5h	Inferno	IMS	R	—	●●●	1A, 4h, 5h	
●●●: Sacrifice 2 Goblins to put 3-1/1 red Goblin tokens into play.						Do 6 damage to all players and all creatures.						
Goblin Wizard	SC	D	**	●●●	EE	Ironclaw Gorse	EE	E	—	●	1A, 5h	
Put a Goblin from your hand directly into play. ●●●: Give target Goblin protection from white until end of turn. 1/1.						Target token gets 0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.						
						Ironclaw Goss	SC	C	—	●●●	1A, 4h, 5h	
						They only block creatures of power equaling 1 or less. 2/2.						
						Jackal Pup	SC	B	—	●●●	TM	
						For each 3 damage dealt to Jackal Pup, it deals damage to you. 2/1.						

COMBO KILLERS



Sacred Mesa vs. Aether Flash: The big difference these days is Mesa-Craft. Throw a Wild Growth on a Plains and use Sacred Mesa and Earthcraft to generate an infinite pegos-combo. The easiest way to stop this combo (sneaky, so Disenchant is the easiest) is with Aether Flash. Then the only things that will be saved about those Pegas are their tombstones.

Goblin Bomb	EN	R	++	W
During your upkeep, you may choose to flip a coin. If the flip ends up in your favor put a loss counter on Goblin Bomb. Otherwise, remove a loss counter from Goblin Bomb. Remove 5 life counters from Goblin Bomb. Sacrifice Goblin Bomb: Do 20 damage to target player.				
Goblin Bombardment	EN	U	++	W
Sacrifice a creature: Bombardment deals 1 damage to target creature or player.				
Goblin Caves	EL	C	++	W
If target land is a basic mountain, all Goblins gain +0/+2.				
Goblin Chitterbox	SC	C	++	F
Sacrifice a Goblin to regenerate it 2 times. 0/2.				
Goblin Digging Team	SC	C	++	DE,SE
• Sacrifice Digging Team to destroy target wall. 1/1.				
Goblin Elite Infantry	SC	C	++	W
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.				
Goblin Flotilla	SC	R	++	F
Maneuver: At the start of the attack, pay 0 or creatures blocking or blocked by Goblin Flotilla find strike until end of turn. 2/2.				
Goblin Grenade	SOR	C	++	F
Sacrifice a Goblin to deal 5 damage to a target.				
Goblin Grenadiers	SC	I	++	W
Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.				
Goblin Hero	SC	C	++	W
2/2.				
Goblin King	SC	I	++	L,U,4th,SE
All Goblins gain mountainwalk and +1/+1. 3/2.				
Goblin Kite	EN	I	++	F
• Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, fly a coin. Both target creature and opponent wins flip.				

Goofie Shaman as 10/10; Destroy target non-creature effect with casting cost of X. 1/1.	SC	U	****	●	M				
Goofie War Gry Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.	INS	C	*	●●●	M				
Grenade Gorgory Flying: +0/+1. 2/2.	SC	R	***	●●●	M	L,U,R			
Gravity Sphere All creatures lose flying ability.	EW	R	***	●●●	M	15			
Gray Doge 1/1	SC	C	*	●●●	M	L,U,R,4E			
Grizzled Wolverine -2/+0. Use only when Wolverine is blocked and only once. 3/2.	SC	C	**	●●●●	M				
Guerrilla Tactics Do 2 damage to any target. If a spell is effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.	INS	C	***	●●●	M				
Hammer of Begoragon Do 3 damage to any target. 1/1. Return Hammer of Begoragon from your graveyard to your hand. Use only during your upkeep.	SOR	R	****	●●●●	M	15E			
Hand to Hand Instant and abilities requiring activation cost cannot be played during combat.	EN	R	**	●●●	M	TIR			
Hevix Whatever target opponent casts a white spell, he or she loses 2 life.	EN	R	**	●●●	M	TIR			
Heart of Begoragon C1: If Heart of Begoragon's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.	EN	R	****	●●●●	M	WL			
Heart Silver All Silver are unaffected by summoning sickness. 1/1.	SC	C	**	●●●	M				
Heart Wolf First strike. ●: Target dwarf gets first strike and +2/+0. If dwarf leaves the game, burn Heart Wolf. The only beginning of combat. 2/2.	SC	R	**	●●●	M	HL			
Leend's Edge Any player may discard a card from hand or any time and do two damage to a player of his choice if the card discarded is a land.	EN	R	***	●●●	M	15, OH			
Lava Burst Do X damage to any target. If the target is a creature, effects that prevent or reflect damage cannot be used to protect that creature.	SOR	C	***	●●●	M				
Lava Hounds Lava Hounds is unaffected by summoning sickness. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.	SC	U	***	●●●●	M	WL			
Lava Storm Lava Storm deals 2 damage to each attacking creature or 2 damage to each blocking creature.	INS	C	**	●●●●	M	WL			
Lightning Blast Lightning Blast deals 4 damage to target creature or player.	INS	C	***	●●●	M	TIR			
Lightning Bolt Do 3 damage to one target.	INS	C	*****	●	M	L,U,4E			
Lightning Cloud Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.	EN	R	***	●●●	M	VS			
Lightning Elemental Lightning Elemental is unaffected by summoning sickness. 4/1.	SC	C	***	●●●	M	TIR			
Lightning Reflexes You may choose to play Reflexes as an instant; if you do, buy it at cost of 1. Enchanted creature gets +1/+0 and gains first strike.	EC	C	***	●●●	M	WL			
Levelland Glare 4/3.	SC	C	**	●●●●	M	TIR			
Magnesia Magnesia comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnesia, or sacrifice Magnesia and it deals 1 damage for each +1/+1 counter on it to each creature with Flying and each player. 0/0.	SC	R	**	●●●●	M	TIR			

Name	Ed	CR	Rating	Cost	Sets Found	Name	Ed	CR	Rating	Cost	Sets Found	Name	Ed	CR	Rating	Cost	Sets Found
Magnetic Mountain	EN	1	++	••••	M/R, 4th	Drag	SC	R	****	••••	1M	Renegade Warlord	SC	1	++	••	1M
To trap a blue creature, controller must spend four during upkeep.						Triangle. Can't attack if opponent has an untargeted creature of power greater than 2. Can't block creatures of power greater than 2. 1M/R, 4th, 5th							First strike. If Renegade Warlord attacks, each other attacking creature gets -1/+0 until end of turn. 3/3.				
Manobards	EN	1	++	••••	1M/R, 4th, 5th	Reinforced	SC	R	***	•	1M	Retribution	SC	1	++	•••	1M
Do one damage to controller whenever he draws mana from any land.						Reinforced has power equal to the number of tapped lands target opponent controls. 1/3.						Choose 2 creatures controlled by opponent. Each one can put a -1/+1 counter on the other. That opponent chooses which creature is buried.					
Mano Clash	SOR	2	+	•	1M/R, 4th, 5th	Persecute	INS	C	++	•	M, 5th	Rock Hydra	SC	1	++	•	1M, 8th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.						Target may not block. Control.						Put X -1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends 1 per head. Biting spikes, new heads may be grown for -1/+1 spike. 1/2.					
Mano Flora	EN	8	++	••••	1M/R, 4th, 5th	Perilous	SC	U	****	••••	1M	Rock Headling	SC	1	++	•	1M
Each land produces an extra mana of its normal type.						Every target effect or land.						When Headling comes into play, put four skull counters on it. During your upkeep, remove a skull counter from Headling. As long as no skull counters are on it, Headling gets +3/+2 and gains flying. 0/1.					
Manos of Gold	SC	8	++	••••	1M	Power Surge	EN	R	++	•••	1M/R, 4th	Rock Kite	SC	1	++	•••	1M, 8th
Alotus of Gold has power and toughness each equal to the total number of untargeted artifacts, creatures, and lands you control. 1/1.						Before upkeep, active player may cast untargeted lands. During his upkeep, that player takes 1 damage for each land that had been untargeted.						Rock Kite deals X damage, divided any way you choose, among any number of target creatures or blocking creatures without flying.					
Marion Stronghold	SL	8	++	••••	1A	Primitive Justice	SC	U	***	•••	1M, 8th, 5th	Rock Skyscraper	SC	R	++	••	1M
If Marion attacks, all other attacking creatures gain +1/+1 until end of turn, where "1" equals the number of other attacking creatures. If Marion blocks, all other blockers gain +1/+1 until end of turn. 1/1.						Destory target artifact. Destroy a target artifact for each 1 you pay in to the casting cost. Destroy a target effect and gain one life for each 1 you pay in to the casting cost.						Flying. At beginning of upkeep, put a counter on Skyscraper. During upkeep, pay 1 for each counter on Skyscraper, or remove all counters from Skyscraper and opponent gains control of Skyscraper. 3/4.					
Molice	INS	0	++	•	1A	Primalic Ooze	SC	U	***	••••	1M	Rolling Thunder	SC	1	***	••••	1M
Cast on your turn during combat, before defense is chosen. Choose how your creatures are blocked. After declaring blockers, untap any unblocked creatures. Treat those creatures as if they had not attacked.						Must attack if possible. Add a +1/+1 counter of end of upkeep. Pay 1 per creature. Once deals 1 damage to you per creature and taps. 1/1.						Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Mulling	EN	1	++	•	1A	Pyxis Solamander	SC	C	++	•••	1M	Rock Egg	SC	C	***	•••	1M
All snow-covered lands turn into snow-covered lands of same type.						••••: +1/+0 until end of turn. Bury Solamander at end of turn. 1/1.						If Rock Egg goes to the graveyard from play, you get a 4/4 flying red creature at end of turn. 1/3.					
Molot Shovels	SOR	0	++	••••	1A	Pyxis	MT	C	++	•••	1M, 5th	Rock Strike	SC	1	++	•••	1M, 5th
Do X-1 damage divided among any number of targets.						Counter target blue spell or destroy target blue permanent.						Rock Strike deals X damage, divided any way you choose among any number of target creatures and/or players.					
Mojave Djinn	SC	R	++	••••	1M/R	Pyxis	SOR	U	****	••••	M	Rock Egg	SC	C	***	•••	1M
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but doesn't attack. 6/3.						To do damage to each creature.						If Rock Egg goes to the graveyard from play, you get a 4/4 flying red creature at end of turn. 1/3.					
Mob Mortality	EE	U	++	•	VS	Pyxis	INS	U	***	••••	1M	Rock Strike	SC	C	++	•••	1M, 5th
Enchanted creature gains +1/1. If all non-evil creatures you control attack, enchanted creature gets +1/+0 until end of turn, where "1" is equal to the number of attacking creatures.						You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Moggy Gossips	SC	C	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Moggy Gossips cannot attack unless you have successfully cast a creature spell this turn. 2/2.						You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mogg Frenzy	SC	C	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Sacrifice Frenzy: Frenzy deals 1 damage to target creature or player. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mogg Raider	SC	C	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mogg Squad	SC	U	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Mogg Squad gets +1/+1 for each other creature in play. 3/3.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Moon's Golden Radiance	SC	L	++	•	1M, 8th, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mountain Coast	SC	C	++	•	1M, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Mountainwalk. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mountain Yeti	SC	C	++	••••	1M, CR	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Mountainwalk, protection from white. 3/3.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Mudhole	EN	R	++	•	1A	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Nonflying creatures do not attack unless their controller pays 2 for each creature he wishes to attack.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Selected Dragon	SC	R	++	••••	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Flying, bends. ••••: +1/+0 until end of turn. Buy Selected Dragon if more than 3/3 is spent in this manner in one turn. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Se-Drazer	EN	1	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Sigis Inferno	SC	1	++	••••	VS	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Sigis Inferno cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Green of Fire	INS	R	++	••••	M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Before all lands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Opposition	SC	U	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Opposition deals 1 damage to target creature that was damaged this turn. 2/2.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric General	SC	U	++	•	DE	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Oric General or Gobbo to give all Orics +1/+1 till end of turn. 2/2.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Artillery	SC	U	++	••••	1M, 8th, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Does 2 damage to any target and 3 damage to you. 1/2. Misspot: Alpha version lists casting cost as 0/0.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Convoys	SC	U	++	••••	M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Does 2 damage to any target and 3 damage to you. 1/2.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Captain	SC	U	++	•	1M, 8th, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Choose target Oric, then flip a coin. If opponent wins flip, target Oric gets +2/+2 until end of turn. Otherwise, the Oric gets -2/-2. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Concepts	SC	C	++	•	1M, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures attack. 2/2.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Farmer	SC	U	++	••••	1A, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Turn target land into a swamp until its controller's next upkeep. 2/2.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Healer	SC	U	++	••••	1A	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Target creature may not regenerate. ••••: Regenerate a black or green creature. ••••: Regenerate a black or green creature. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Mechanic	SC	C	++	•	AO	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Sacrifice on artifact: Do 2 points of damage to any target. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Mine	SC	U	++	•	1M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Put these creatures on mine. Increase one counter when target land is tapped and during upkeep. Deploy land when last counter is removed. Oric Mine does 2 damage to land's controller.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Goliath	EN	1	++	••••	1M, 8th, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
All of your attacking creatures gets +1/+0 during your attack. Regret: Alpha version lists casting cost as 0/0.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Setters	SC	U	++	••••	M	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
••••: Sacrifice Oric Setters: Deploy 2 target lands. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Spy	SC	C	++	•	FE	Pyxis	SC	U	***	••••	1M	Rock Strike	SC	C	++	••••	1M, 5th
Look at the top 3 cards in target player's library. 1/1.						Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.						First strike. If Rock Strike attacks, each other attacking creature gets -1/+0 until end of turn. 1/3.					
Oric Squatters	SC	C	++	•	1M, 5th	Pyxis	SC	U	***	••••	1M	Rock Strike</b					

MAGIC

The Gathering

PLAYERS GUIDE

Name	Ed	CR	Rating	Cost	Sets Found
Tolka's Minotaur	SC	C	***	***	MG
Tolka's Minotaur is unaffected by summoning sickness. 3/3.					
Tolka's Piper	SC	U	**	**	VS
All creatures with flying able to block Tolka's Piper do so. 3/3.					
Tolka's Tar	SC	R	***	**	MG
Flinching. If Tolka's Piper attacks, all attacking blockers get +1/+1. 2/2.					
Tolka's Tar's Edge	INS	R	**	**	MG
Remove from the game target permanent you own or control. Casting.					
• Target Sheet	SC	R	***	**	15,4th
• Sacrifice: Pick a card randomly from opponent's hand and place it in Yours, buying Sheet in opponent's graveyard. Opponent may prevent this permanent change by spending 10 life or attacking yours. 3/3.					
Thunderball	INS	C	***	**	WL
Do 3 damage to target player or 4 damage to target creature with flying.					
Thunderclap	SC	R	***	**	WL
Thunderclap is unaffected by summoning sickness. When Thunderclap James' turn play, tap all other creatures. 3/3.					
Touch and Done	EN	R	**	**	1W
Sacrifice two creatures. Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Torment	SC	C	**	**	W
3/3.					
Torment of Loss	SOR	R	**	**	MG
Do X damage to each creature without flying. Each creature gains "• Prevent 1 damage to this creature from Torment of Loss."					
Total War	EN	R	**	**	W
When any player attacks, destroy all untargeted non-wall creatures that don't attack. Does not affect creatures that come into play this turn.					
Tremor	SOR	C	**	**	VS
Tremor deals 1 damage to each creature without flying.					
Tunnel	SOR	U	**	**	1U,1U,4th
Buy target wall.					
Two-Headed Giant of Today	SC	E	***	**	LU
• Triangle. Atk block two creatures in control. 4/4.					
Udalan Trail	SC	U	**	**	1U,1U,5th
• Regenerates. 2/2.					
Vandal's Crusader	SC	C	**	**	W
• Los can be blocked by walls. Buy Crusader at the end of turn. 3/3.					
Vandal's War Riders	SC	R	**	**	W
Triangle, tempo 1. 1U: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.					
Vertigo	INS	U	**	**	W
Do 2 damage to target flying creature, which loses flying this turn.					
Veteran's Voice	EN	C	**	**	W
Play an x creature you control. • Tap creature to give any other target creature +2/+1 until end of turn.					

Name	Ed	CR	Description	Cost	Sets Found	Name	Ed	CR	Description	Cost	Sets Found
Well of Illust	SC	C	**	**	1E, CH	Angelic Voices	EN	R	***	**	1E, 01
2/2.						Give all creatures +1/+1 if you control only white or artifact creatures.					
Well of Love	SC	U	**	**	W	Angry Mob	SC	U	***	**	0K,4K,5th
• +1/+1 until end of turn. 1/3.						• Triangle. During your turn, "•" = total number of swangs all opponents control.					
Well of Oppression	SC	U	***	**	1E, D1	Otherwise, "•" = 2/+2.					
• +1/+0 until end of turn. 0/3.						• Animate Wall	SC	R	•	•	1U,1U,5th
Well of Stone	SC	U	**	**	1U,1U,5th,5th	Target wall may now attack.					
0/3.						• Angel	INS	C	**	•	TM
• Wheel of Fortune	SOR	R	****	**	LU, U	• Bayback, •: Prevent up to 3 damage to any creature.					
All players must discard their hands and draw seven new cards.						• Archangel	SC	E	**	**	VS
Wild Mann	SC	U	**	**	TM	• Flying. Attacking does not cause Archangel to tap. 5/5.					
When Wild Mann comes into play, flip a coin. If you lose the flip, return Wild Mann to owner's hand. 5/4.						• Arctic Foxes	SC	C	**	**	W
Wildlife (Imunity)	SC	E	****	**	1E, 5th	• If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1/1.					
Protection from white. • +1/+0 until end of turn. 2/4.						• Ancient Minota	SC	C	**	**	WL
Windseeker Lure	SC	E	**	**	800K	Attacking does not cause Ancient Minota to tap. 5/5.					
Does not tap to attack. 2/2.						• Arasen's Arrow	EN	C	***	**	1U,1U,5th
Wind of Change	SOR	E	**	**	1U,4th,5th	• Scouring on enchantment to destroy another enchantment.					
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						• ••: Counter on enchantment as it is being cast.					
Winter Sky	SOR	E	**	**	W	• ••: Bring an artifact from your graveyard to your hand. 1/1.					
Flip a coin. If you win, Winter Sky does 1 damage to each creature and player. Otherwise each player draws 6 cards.						• Argivian Archaeologist	SC	R	****	**	AQ
Wind of Biting	INS	U	**	**	W	• Present 2 damage to target artifact creature. 2/2.					
Buy target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.						• Argivian Blacksmith	SC	C	**	**	AQ
Yihen Brute	SC	R	**	**	W	• Return target artifact or enchantment from your graveyard to your hand.					
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not to block. Block 3/6.						• Argivian Field	INS	U	**	**	WL
Zodiac of the Claw	SC	R	***	**	MG	• Destroy all lands in play.					
• ••: Search your library for a dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of turn. 2/4.						• Arm of Faith	EN	C	**	**	1A,5th
Zodiac of the Claw	SC	R	***	**	MG	Target creature gains +1/+1. • +0/+1.					
Zodiac of the Claw	SC	U	**	**	W	• Armor Silver	SC	U	**	**	TM
Each Silver gains +1/+0 until end of turn. 2/2.						• Each Silver gains +0/+1 until end of turn. 2/2.					
Zodiac of the Claw	SC	R	***	**	MG	• Armored Peacock	SC	C	**	**	TM
• Search your library for a dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of turn. 2/4.						• Army of Men	INS	C	***	**	AN
Zodiac of the Claw	SC	R	***	**	MG	• +2/+0 to all attacking creatures until end of turn.					
Zodiac of the Claw	SC	R	**	**	W	• Armored Ward	SC	C	**	**	AD
Target creature may not be blocked by artifact creatures, corner be targeted by artifacts, and takes no damage from artifacts.						• Target creature may not be blocked by artifact creatures, corner be targeted by artifacts, and takes no damage from artifacts.					
Zone of Silence	EN	R	**	**	W	• Artificer and enchantment spells cost target opponent an additional • to play. Sacrifice Zone of Silence: Destroy target artifact or enchantment.					
Zontag	SC	R	**	**	W	• Artificer and enchantment spells cost target opponent an additional • to play. Sacrifice Zone of Silence: Destroy target artifact or enchantment.					
Zotag	SC	R	**	**	W	• Artificer and enchantment spells cost target opponent an additional • to play. Sacrifice Zone of Silence: Destroy target artifact or enchantment.					
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Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	
Carrier Pigeons	SC	C	•	••	AI	Equinox	EL	C	••	•	LG	Fortified Area	BN	C	••	•••	LG	
Ryng, Centip. 1/1.	EN	U	***	•••	L,U,R,4th,5th	Two target land to counter a spell that destroys your land.	EN	R	••	••	VS	Give all your walls +1/-0 and landing.	SC	C	••	•••	VS	
Castle	EN	R	•••	•••	All untargeted creatures gain +0/+2. Attackers don't get this bonus.	Equinox	During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.	EN	R	••	••	VS	Freedman Felon	SC	C	••	••	VS
Castello Down	EN	R	•••	•••	All nonland cards you own that are not in play are white. All nonland permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are •.	Report this process for artifacts other than for creatures.	EN	R	••	••	VS	Flying	Flying, protection from red, 1/1.	EC	C	•••	•	IA
Circle of Protection: Artifacts	EN	U	***	•••	AI,4th,5th	Embrace of Duty	EN	C	•••	•••	AI	Put 4 counters on Flying. • Remove a counter to prevent 1 damage to the creature Flying exhausts.	EN	U	••	••	IA	
Circle of Protection: Black	EN	C	•••	•••	L,U,R,4th,5th,6th	Elvish Champion	EN	R	•••	•••	AI	Target blocking creature gets +0/+4 until end of turn. Draw a card.	General Jenkins	SL	R	••	••	IA
Circle of Protection: Blue	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey 1 Me: newest 1 damage to Elvish Champion, 3/4.	EN	R	••	••	VS	• Exchange two blockers without creating an illegal block, 1/2.	Gerrard's Battle Cry	IM	R	••	••	IA
Circle of Protection: Green	EN	C	•••	•••	L,U,R,4th,5th,6th	Exile	EN	R	••	••	OK	• Put 4 counters on Flying. • Remove a counter to prevent 1 damage to the creature Flying exhausts.	Gerrard's Wishes	SOR	R	•••	•••	WL
Circle of Protection: Red	EN	C	•••	•••	L,U,R,4th,5th,6th	Exorcist	EN	R	••	••	OK	For each card in your hand, gain 2 life.	Glyph of Life	EN	C	•	•	IA
Circle of Protection: Shadow	EN	C	•••	•••	TM	Fey of an Eye	EN	R	•••	•••	VS	Gain life equal to the damage done to target wall by an attacker.	Garrison Chimes	EN	C	••	••	VS
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of Singularity	EN	R	••	••	VS	Return Garrison Chimes to owner's hand. Target unblocked creature deals no combat damage this turn.	Great Defender	EN	R	••	•	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Give target +0/+4 until end of turn, where X is the creature's cost.	Great Wall	EN	R	••	••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Creatures with plainswalk may be blocked.	Greener Pastures of Preservation	EN	R	•••	•••	LG,5th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Prevent all damage to you from a red or black source.	Green Scars	EE	U	••	•	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	Green Ward	EE	U	•	•	LG,4th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Target creature gains protection from green.	Guardian Angel	EN	C	••	••	LG,4th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Prevent X damage dealt to a target. Put this card next to Fey of the Eye.	Guided Strike	EN	C	•••	•••	WL
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Target creature gets +1/+0 and first strike until end of turn. Draw a card.	Hallowed Ground	EN	R	•••	•••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Return a nonwhite colored land you control to its owner's hand.	Hand of Justice	SC	R	•••	•••	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Top 3 white creatures you control to destroy target creature, 2/2.	Harold's Lash	EN	R	•••	•••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Artifacts cannot be the target of spells or abilities.	Headsman's Hatchet	SC	R	•••	•••	HL
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Add • to mana pool. If 8 or more • is spent in one turn, 1/2.	Healing	EN	R	••	•	OK
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Gain 2 life if you skip your draw phase. Destroy Fey of the Eye if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	Healing	EN	R	••	•	OK
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Heal 3 life, or prevent up to 3 damage.	Heaven's Gate	EN	U	••	•	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Change the color of one or more creatures to white until end of turn.	Heavy Bolts	SC	C	••	•	WL
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Bolts deal 2 damage to target attacking or blocking creature, 2/3.	Heirloom	EN	D	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Sacrifice a white creature to prevent red creatures from dealing damage in combat this turn. Attacker may pay • as an attacker recycled damage normally.	Heirloom's Curse	EN	R	•••	•••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Heirloom's Resolve	EC	C	•••	•••	IA	
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Enchanted creature gets +1/+5.	Hippoman	SC	C	•••	•••	M,5th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Conor blocks creatures with power 3 or greater unless you pay •, 1/3.	Holy Armor	EC	C	•	•	LG,4th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Target creature gets +0/+2, • +0/+4.	Holy Day	EN	C	•	•	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Opponents attack and block as normal but deal no damage.	Holy Light	EN	C	••	•	OK
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Give all nonwhite creatures -1/-1 until end of turn.	Holy Strength	EC	C	•	•	LG,4th,5th
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Target creature gains +1/-3.	Honorable Passage	EN	R	•••	•••	VS
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Prevent all damage to you or target creatures from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.	Honor's Resolve	EN	R	•••	•••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Choose one—Target creature gains first strike until end of turn; or target player gains 2 life, or destroy target local enchantment.	Hope Charm	EN	R	••	•	VS
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Each creature loses all abilities and is a 0/1 creature.	Honorable	EN	R	•••	•••	IA
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Each strike (0/1) deals 1 damage.	Ironclad Infantry	SC	C	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	Put 1 counter on Ironclad Infantry when cast. • Remove the counter to deal 1 damage to any target, 1/1.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchantment.	Ironclad Infantry	EN	R	••	•	FE
Circle of Protection: White	EN	C	•••	•••	L,U,R,4th,5th,6th	Fey of the Eye	EN	R	•••	•••	VS	• Ironclad Infantry deals 1 damage to target local enchant						

MAGIC

The Gathering

PLAYERS GUIDE

Name	Kid	CR	Rating	Cost	Sets Found
Description					
Inferno	BH	U	++	•	AI
• Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.					
Inferno Sanctum	EN	R	•	•••	W
• (1-2 life. All damage dealt to creatures you control is reduced to 0.)					
Inferno Sanctum	EN	U	++	•	W
• Prevent all damage to you from one source.					
Iron Task Elephant	SC	U	--	•••	MG
• Trample, 3/3.					
Island Sanctuary	ES	R	--	•••	L,ER,4th,5th
If you decline one card during your draw phase, only flying or block striking creatures may attack you and your next turn.					
Irru's Charm	ES	C	--	•	MG
Choose one—all creatures get -2/+0 until end of turn, or prevent one damage to any creature or player, or has target creature.					
Ivory Gorgoya	SC	R	--	•••	AI
Flying. If Gorgoya is put into the graveyard from play, put it into play under owner's control and end step your next draw phase. •••:					
Remove Gorgoya from the game. 2/2.					
Ivory Guardians	SC	U	--	•••	10,ER,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red card. 3/3.					
Jade's Influence	EN	R	--	•••	AI
Play only other combat. Gain control of target non-control creature that attacked you this turn and put it -0/-1 cards on it.					
Jadeous Lion	SC	C	--	•••	VS
•, •: Target creature cannot block this turn. 3/3.					
Jaded	ES	R	--	•••	AI
+2/+1 to white creatures while chosen color of opponent's is in play. Discard hand if no cards of that color are in play.					
Judge Order Advocate	SC	U	++	•	AI
Advocate is untargeted, all your green creatures get +1/+1. 1/2.					
Judic	EN	U	--	•••	AI
You must pay •• during upkeep. When a red spell or creature deals damage, Judic deals the same damage to the effect's controller.					
Karma	EN	R	--	•••	L,ER,4th,5th
During each player's upkeep, he takes 1 damage for each swamp he controls.					
Keepers of the Faith	SC	C	--	•••	LG, CR, 2/3.
Enchanted creature cannot be blocked by creatures with power 2 or greater. Sacrifice Armor: Prevent all damage to enchanted creature from one source.					
Kjeldoran Elite Guard	SC	U	--	••	AI
Give target creature +2/+2. Buy Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.					
Kjeldoran Escort	SC	C	--	•••	AI
Banding, 2/2.					
Kjeldoran Guard	SC	R	--	••	AI
•: Give target creature +1/+1 until end of turn. If that creature leaves play, buy Kjeldoran Guard. The only white attack or defense is announced, and only if defending player controls no snow-capped lands. 1/1.					
Kjeldoran Home Guard	SC	U	--	••	AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Decree token into play. Treat this token as a 1/1 white creature. 1/2.					
Kjeldoran Knight	SC	I	--	•••	AI
Rending, ••: +1/+0, ••: +0/+2. 1/1.					
Kjeldoran Paladin	SC	I	--	••	AI
First strike, banding, 2/2.					
Kjeldoran Prince	EC	C	--	••	AI
Creature gets +1/+2. ••: Switch Kjeldoran Prince from creature to enchantment to another creature. The new target must be legal.					
Kjeldoran Royal Guard	SC	R	--	•••	AI
•: Redden all damage dealt to you by untargeted creatures this turn to Kjeldoran Royal Guard instead. 2/2.					
Kjeldoran Royal Guard	SC	U	--	•••	AI
Flying, banding, first strike, 3/2.					
Kjeldoran Skyscraper	SC	C	--	••	AI
Flying, banding, first strike, 1/1.					
Kjeldoran Werner	SC	C	--	•	AI
Rending, 1/1.					
Knight of Bones	SC	U	--	•••	AI
First strike. Knight of Bones gains protection from the color of your choice until end of turn. 2/2.					
Knight of Valor	SC	C	--	••	VS
Ranking, ••: Each creature without Ranking Blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.					
Knight of Thorns	SC	I	--	••	DK
Protection from red, banding, 2/2.					
Lance	ES	I	--	•	L,ER
Target creature gains first strike.					
•: Land Tax	EN	R	--	•••	10,4th
If opponent controls more lands than you during your upkeep, you may take up to three lands from your library into your hand.					
Leaves	SDR	R	--	•••	AI
Target player loses 1 life per poison counters and takes 1 damage per counter.					
Leviathan	EN	R	--	•••	LG
Give 1 life whenever target opponent toasts or mauls.					
Light of Day	EN	U	--	••	AI
Block creatures cannot attack or block.					

Name	Kid	CR	Rating	Cost	Sets Found	Name	Kid	CR	Rating	Cost	Sets Found
Description						Description					
Lightning Knew	INS	R	--	•••	AI	Order of the White Shield	SC	I	++	••	AI
Give target creature first strike until end of turn. Centrip.						Protection from black. ••: +1/-0. •: First Strike, 2/1.					
Longbow Archer	SC	I	--	•••	VS	Order, Scars Healer	SC	I	++	•••	AI
First strike. Longbow Archer can block creatures with Flying, 2/2.						Order, Scars Healer counts as a Cleric. •: Prevent up to 3 damage to any creature or player. 1/3.					
Last Order of Jerk	SC	I	--	•••	AI	Orin's Prayer	BH	U	--	•••	AI
• equals the number of creatures controlled by target opponent. 1/+1/+1.						If any creature attacks you, gain 1 life for each attacking creature.					
Morgan's Blessing	ES	I	--	•••	MG	Overdose	SC	U	--	•••	AI
Gain 5 life. If a spell or effect by an opponent causes you to discard Mana's Blessing, gain 2 life and return Blessing to your hand at end of turn.						Flying. After a turn in which a creature died, add a counter to Vultures.					
Manava's Equity	EN	U	--	•••	AI	Reanimate	SC	I	--	•••	AI
Choose black or red. During your upkeep, you must pay ••. For each 1 damage in creature of the chosen color dealt to you or a white creature you control, Morgan's Equity deals 1 damage to that creature.						Reanimate 2 counters to make Vultures +1/+1 until end of turn. 1/1.					
Marble Titan	SC	R	--	•••	TM	Peril	EN	C	--	•••	VS
Creatures with power 3 or greater do not attack during their controllers' attack phases. 3/3.						You may choose to play Peril as an instant. If you do, buy it at end of turn. All creatures you targeted get +0/+1.					
Marymorn	INS	C	--	•••	AI	Peace Talks	SC	U	--	•••	VS
Reduces its target creature you control by any amount of damage until end of turn.						During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.					
Merry's Cry	SDR	R	--	•••	DK	Peacekeeper	SC	R	--	•••	AI
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						During upkeep, pay ••. •: Buy Keeper. Creatures cannot attack. 1/1.					
Martyr of Karils	SC	I	--	•••	AI	Pearl Dragon	SC	R	--	•••	AI
Damages done to you by artifacts is instead done to Martyr of Karils unless Martyr of Rofis is tapped. 1/6.						Flying. ••: +0/+1. 4/4.					
Master Decay	SC	C	--	•••	TM	Pearl Unicorn	SC	C	--	•••	L,ER,4th,5th
•: Too target creature. 1/2.						2/2.					
Master of Arms	SC	I	--	•••	W1	Regions Relic	EN	I	--	•••	AI
First strike. ••: Too target creature blocking Master of Arms. 2/2.						•: Choose and discard 1 card. Put a Regions Relic into play. Tack this token as a 1/1 white creature with Flying.					
Molosse Spirit	SC	I	--	•••	MG	Reinforced Incarnation	SC	I	--	•••	W,4th,5th
Flying. Protection from black. 3/3.						Owner may reduce any amount of damage dealt to Incarnation instead. If Incarnation dies, its owner loses half his life. Injured up. 4/6.					
Momorina	SC	I	--	•••	IA	Patra Sphinx	SC	R	--	•••	16,01
A player may pay •• to prevent his/her creatures from dealing damage. 3/3.						•: Target player names a card and then turns the top card in his library. If the guess matches the card, the player draws the top card; otherwise, it goes to the graveyard. 3/4.					
Mono Falcon	SC	C	--	•••	HL,5th	Pity	INS	C	--	•••	AI,4th
Flying. ••: +0/+1 until end of turn. 1/1.						+0/+3 to all defending creatures until end of turn.					
Mono Pegasus	SC	C	--	•••	LG,5th	Pikeman	SC	C	--	•••	0,4th,5th
Flying, bands, 1/1.						Banding. First strike. 1/1.					
Miracle Worker	SC	C	--	•	DK	Prisoner	SC	R	--	•••	DK
•: Destroy target enchantment on one of your creatures. 1/1.						•: Gain control of an opponent's creature of his choice. If Prisoner attacks or leaves play, you lose control of the creature. 1/1.					
Miracle Recovery	INS	U	--	•••	VS	Presence of the Master	EN	I	--	•••	AI
Put target creature's card from your graveyard into play and put +1/+1 counter on that creature. Tack the creature as though it were just played.						Causes all enchantments or they are being cast.					
Mithmorn Griffin	SDR	R	--	•••	W1	Prismatic Circle	EN	C	--	•••	MG
Riding. If Mithmorn Griffin is put into any graveyard from play, remove Mithmorn Griffin from the game, then put the top creature card from your graveyard into play. 2/2.						•: Choose a color. •: Prevent all damage to you from a source of the chosen color.					
Moat	EN	I	--	•••	IE	Prismatic Ward	SC	C	--	•••	MG,5th
Non-Flying creatures cannot attack.						Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.					
Mossy Cavalry	SC	C	--	•••	AI	Prophecy	SDR	C	--	•••	HL
•: Destroy target creature blocking Cavalry. 1/1.						Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Centrip.					
Mossy Guard	SC	I	--	•••	AI	Praetor	MT	R	--	•••	L,ER,4th
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Decree token into play. Treat this token as a 1/1 white creature. 1/2.						Change the color of one card being played or in play to white.					
Kjeldoran Knight	SC	I	--	•••	AI						
Rending, ••: +1/+0, ••: +0/+2. 1/1.											
Kjeldoran Paladin	SC	I	--	••	AI						
First strike, banding, 2/2.											
Kjeldoran Prince	EC	C	--	••	AI						
Creature gets +1/+2. ••: Switch Kjeldoran Prince from creature to enchantment to another creature. The new target must be legal.											
Kjeldoran Royal Guard	SC	R	--	•••	AI						
•: Redden all damage dealt to you by untargeted creatures this turn to Kjeldoran Royal Guard instead. 2/2.											
Kjeldoran Royal Guard	SC	U	--	•••	AI						
Flying, banding, first strike, 3/2.											
Kjeldoran Skyscraper	SC	C	--	••	AI						
Flying, banding, first strike, 1/1.											
Kjeldoran Werner	SC	C	--	•	AI						
Rending, 1/1.											
Knight of Bones	SC	U	--	•••	AI						
First strike. Knight of Bones gains protection from the color of your choice until end of turn. 2/2.											
Knight of Valor	SC	C	--	••	VS						
Ranking, ••: Each creature without Ranking Blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.											
Knight of Thorns	SC	I	--	••	DK						
Protection from red, banding, 2/2.											
Lance	ES	I	--	•	L,ER						
Target creature gains first strike.											
•: Land Tax	EN	R	--	•••	10,4th						
If opponent controls more lands than you during your upkeep, you may take up to three lands from your library into your hand.											
Leaves	SDR	R	--	•••	AI						
Target player loses 1 life per poison counters and takes 1 damage per counter.											
Leviathan	EN	R	--	•••	LG						
Give 1 life whenever target opponent toasts or mauls.											
Light of Day	EN	U	--	••	AI						
Block creatures cannot attack or block.											
•: Sacrifice 1 life to counter a block spell. 2/2.											
Lightning Knew	INS	R	--	•••	AI						
Give target creature first strike until end of turn. Centrip.											
Longbow Archer	SC	I	--	•••	VS						
First strike. Longbow Archer can block creatures with Flying, 2/2.											
Last Order of Jerk	SC	I	--	•••	AI						
• equals the number of creatures controlled by target opponent. 1/+1/+1.											
Morgan's Blessing	ES	I	--	•••	MG						
Gain 5 life. If a spell or effect by an opponent causes you to discard Mana's Blessing, gain 2 life and return Mana's Blessing to your hand at end of turn.											
Manava's Equity	EN	U	--	•••	AI						
Choose black or red. During your upkeep, you must pay ••. For each 1 damage in creature of the chosen color dealt to you or a white creature you control, Manava's Equity deals 1 damage to that creature.											
Marble Titan	SC	R	--	•••	TM						
Creatures with power 3 or greater do not attack during their controllers' attack phases. 3/3.											
Marymorn	INS	C	--	•••	AI						
Reduces its target creature you control by any amount of damage until end of turn.											
Martyr's Cry	SDR	R	--	•••	DK						
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.											
Martyr's Cry	SC	I	--	•••	AI						
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.											
Martyr's Cry	SC	R	--	•••	AI						

Name	Kind	CR	Rating	Cost	Set Found	Name	Kind	CR	Rating	Cost	Set Found	Name	Kind	CR	Rating	Cost	Set Found
Relic Ward	EA	U	***	●●	VS	Soltari Crusader	SC	U	***	●●	W	Tefet's Honor Guard	SC	U	***	●●	VS
			You may choose to play Relic Ward as an instant. If you do, buy it at end of turn. Enchanted effect cannot be the target of spells or effects.			Soltari Envoy	SC	R	***	●●	W	Horking, ●●●; Phase out, 2/2.					
Remedy	NS	C	***	●●	VS	Soltari Foot Soldier	SC	C	***	●	W	Terok Griffin	SC	C	***	●●	MG
			Present up to 5 damage to any number of creatures and/or players.			Soltari Lancer	SC	C	***	●●	W	Bonding, Flying, 2/2.					
Remove (Enchantment)	NS	C	***	●●	IS	Soltari Monk	SC	U	***	●●	W	Thunder Spark	SC	R	***	●●●	IS
			Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cost during opponent's attack, destroy opponent's enchantments on attackers.			Protection from Block, shadow, 2/1.	SC	U	***	●●	W	Flying, first strike, 2/2.					
Repose	SOR	U	***	●●	TM	Soltari Priest	SC	U	***	●●	W	Tibia	NS	R	**	●	VS
			Target creature deals its total damage equal to its power.			Protection from Red, shadow, 2/1.	SC	U	***	●●	W	Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for additional plains card. Reveal those cards to all players and put them into your hand.					
Reponent Blockade	SC	C	***	●●	AN, CH, 5th	Soltari Trooper	SC	C	***	●●	W	Tiveder's Crusade	SOR	U	***	●●●	DR
			Protection from red, 1/2.			Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn, 1/1.	SC	R	***	●●●	W	All Bobbins are destroyed.					
Reprisal	NS	U	****	●●●	AI	Sorcery	EN	R	***	●●●	AG	Trade Cannon	SC	C	**	●	SL
			Buy target creature with power four or greater.			Shadow. If Soltari Echo gains +1/+1 until end of turn, 1/1.	SC	R	***	●●●	W	During your upkeep, put a counter on Trade Cannon. (●) Remove 2 counters from Trade Cannon to upkeep a basic land. Use only during opponent's upkeep, 1/1.					
Resistance Fighter	SC	C	**	●●	VS	Sorcery	EN	R	***	●●●	W	Trade	NS	R	**	●●●	HL, 5th
			Sorcery. Target creature deals its combat damage this turn, 1/1.			All falcons get +1/+1. (●) Target falcon gains bonding, 2/2.	SC	R	***	●●●	W	Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.					
Resurrection	SOR	U	***	●●●	LU, 8	Soul Echo	EN	R	***	●●●	AG	Tundra Wolves	SC	C	**	●	LG, 4th, 5th
			Take a creature from your graveyard and put it directly into play.			Put 2 counters on Soul Echo turn it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.	SC	R	***	●●●	W	Target strike, 1/1.					
Retribution of the Monk	SOR	U	***	●●●	VS	Soul Shepherd	SC	C	**	●●●	W	Unlikely Allies	IM	R	**	●●●	AI
			Buy all creatures with power 4 or greater.			M. Remove a creature in your graveyard from the game. Gain 1 life, 2/1.	SC	R	***	●●●	W	(●) Target non-stacking, non-blocking creature gets +1/+2.					
Reversed Unison	SC	C	***	●●●	ML	Southern Paladin	SC	R	***	●●●	W	Urayna Griffin	SC	C	**	●●●	MG
			CD: (●) If Reversed Unison leaves play, its controller gains life equal to Reversed Unison's last card cumulative upkeep, 2/2.			M. Flying. Sacrifice Urayna Griffin. Counter target red spell that causes damage to you or a creature you control, 2/2.	SC	R	***	●●●	W	Flying. Sacrifice Urayna Griffin. Counter target red spell that causes damage to you or a creature you control, 2/2.					
Reverse Damage	NS	U	***	●●●	LU, CH, 5th	Spectral Guardian	SC	R	***	●●●	AG	Veteran Bodyguard	SC	R	***	●●●	LU, 8
			All damage from any one source is instead added to your life total.			As long as Spectral Guardian is untargeted, non-creature effects cannot be the target of spells or effects, 2/3.	SC	R	***	●●●	W	Damage come to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped, 2/3.					
Reverse Polarity	NS	C	**	●●	AG	Spirit Link	SC	U	***	●	W	Wiggle Master	SC	R	**	●●●	MG
			All damage you have taken from all effects this turn is retroactively added to your life total instead.			Gain 1 life for every point of damage done by target creature.	SC	R	***	●●●	W	Sacrifice Master: Requirements target creature, (●) ●, ●, Sacrifice Master: Counter a target spell that targets an enchantment in play, 1/1.					
Righteous Aura	IM	C	***	●●●	VS	Spirit Minor	SC	R	***	●●●	W	Wolfs	SOR	U	***	●●●	10, 4th
			(●) Pay 2 life. Prevent all damage to you from any one source.			During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. (●) Destroy target Reflection.	SC	R	***	●●●	W	Look at the top five cards of any library, then reshuffle it if you want.					
Righteous Avenger	SC	C	**	●●	LG	Spirit Sanctuary	BN	R	***	●●●	W	Volunteer Reserves	SC	U	**	●●●	ML
			Phantom, 5/1.			Any player controlling planes token 1 life during his upkeep.	SC	R	***	●●●	W	Bending, CD: (●) 2/4.					
Righteousness	NS	R	**	●●	LU, 8, 4th, 5th	Spirit Minor	SC	R	***	●●●	W	Wall of Calmness	SC	C	**	●●●	LG
			Target defending creature gets +1/+1 until end of turn.			During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. (●) Destroy target Reflection.	SC	R	***	●●●	W	Wall of Light	SC	U	**	●●●	LG
Ritual of Steel	EC	C	**	●●	AG	Spirit Sanctuary	BN	R	***	●●●	W	Wall of Resistance	SC	C	**	●●●	AG
			Enchanted creature gets +1/+2. Casting.			Any player controlling planes token 1 life during his upkeep.	SC	R	***	●●●	W	Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +1/+1 counter on it, 0/3.					
Royal Decree	EN	R	***	●●●	AI	Spiral	SC	C	**	●●●	W	Wall of Swords	SC	U	***	●●●	LU, 8, 4th, 5th
			CD: (●) Whenever a creature, artifact, black permanent, or red permanent becomes tapped, its controller takes 1 damage.			Spiral	SC	C	**	●●●	W	Flying, 3/3.					
Royal Herold	SC	C	**	●●	AI	Spiral	SC	C	**	●●●	W	Ward of Lights	EC	C	**	●●●	AG
			(●) Remove top card of your library from game to gain one life, 1/1.			Spiral	SC	C	**	●●●	W	You may play Ward of Lights as an instant. If you do, buy it at end of turn. Enchanted creature gains protection from a color of your choice.					
Sacred Bane	NS	U	***	●●●	ML, 5th	Spiral	SC	C	**	●●●	W	War Elephant	SC	C	**	●●●	AG, CH
			Present up to 3 damage dealt to target creature. At end of turn put a +1/+1 counter on that creature for each damage prevented.			Spiral	SC	C	**	●●●	W	Bands, trample, 2/2.					
Sacred Guided	SC	R	**	●●	IM	Spiral	SC	C	**	●●●	W	Worms	EN	U	***	●●●	TH
			(●) (●) Sacrifice Sacred Guided. Remove cards from your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game, 1/1.			Spiral	SC	C	**	●●●	W	Whichever target opponent successfully casts a red spell, gain 2 life.					
Sacred Mana	EN	R	***	●●●	AG	Spiral	SC	C	**	●●●	W	Warning	NS	R	**	●●●	AI
			During your upkeep sacrifice a Plains or buy Sacred Mana. (●) Put a Plains token into play. Treat this token as a 1/1 white Flying creature.			Spiral	SC	C	**	●●●	W	Target attacking creature does no damage in combat this turn.					
Safeguard	EN	R	***	●●●	TH	Spiral	SC	C	**	●●●	W	Warrior's Honor	NS	R	**	●●●	VS
			(●) Target creature deals no combat damage this turn.			Spiral	SC	C	**	●●●	W	All creatures you control get +1/+1 until end of turn.					
Saints Alchemical	SC	C	**	●●●	HL	Spiral	SC	C	**	●●●	W	White Knight	SC	U	***	●●●	LU, 8, 4th, 5th
			(●) Prevent 4 damage to a creature you control. Tap the creature. That creature does not enter during your next upkeep phase, 0/2.			Spiral	SC	C	**	●●●	W	Protection from Block, first strike, 2/2.					
Saints Healer	SC	C	***	●●●	LU, 8, 4th, 5th	Spiral	SC	C	**	●●●	W	White Scrab	EC	R	**	●●●	AI
			(●) Prevent 1 damage to any target, 1/1.			Spiral	SC	C	**	●●●	W	Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.					
Saints Lines	SC	R	***	●●●	LU, 8, 4th, 5th	Spiral	SC	C	**	●●●	W	White Wind	EC	R	**	●●●	LU, 8, 4th
			2/1.			Spiral	SC	C	**	●●●	W	Target creature gains protection from white.					
Saints of the Veteran	NS	U	***	●●●	AI	Spiral	SC	C	**	●●●	W	Wild Animal	SC	C	**	●●●	TH
			You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player and put a +1/+1 counter on creature for each damage prevented.			Spiral	SC	C	**	●●●	W	Wild Animal: Requirements target creature, (●) ●, ●, Wild Animal: Counter a target spell that targets an enchantment in play, 1/1.					
Sainted Tactics	SC	U	**	●●	AI	Spiral	SC	C	**	●●●	W	Wild Animal: Do it damage to target player. (●) ●, ●, ●, Wild Animal: Return target creature to owner's hand, 1/1.					
			(●) Remove the top four cards of your library from the game to prevent all damage to you from any one source, 1/3.			Spiral	SC	C	**	●●●	W	Wildling	NS	R	**	●●●	TH
Seeker	EN	C	**	●●●	10, 4th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Target creature may only be blocked by white or artifact creatures.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Seraph	SC	R	***	●●●	AG, 5th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Flying. If a creature dies during turn in which Seraph damaged it, put it into play under your control. If it's a Seraph leaves play or your control, 4/4.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serene Offering	NS	U	***	●●●	IM	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Destroy target enchantment. Gain life equal to its initial casting cost.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serenity	EN	R	**	●●●	W1	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			During your upkeep, bony artifacts and enchantments.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Angel	SC	U	***	●●●	LU, 8, 4th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Flying. Does not tap to attack, 4/4.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Avenger	EN	R	***	●●●	HL	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			All creatures with flying get +1/+1.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Bantling	EC	C	**	●●●	HL, 5th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Pay 1 life during your upkeep or buy Bantling. Target creature cannot block or use any abilities that have (●) in its activation cost.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Impulsives	SC	U	**	●●●	HL	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Block or blocked by black creatures, Impulsives get +2/0, 3/3.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Paladin	SC	C	**	●●●	HL, 5th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			(●) Prevent 1 damage to any creature or player. (●) (●) (●) Attacking does not cause creature you control from any one source. If the source is black, gain 1 life for each 1 damage prevented.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Blessing	NS	R	**	●●●	HL	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Attacking does not cause creatures you control from any one source. If the source is black, gain 1 life for each 1 damage prevented.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Serra Hound	SC	R	**	●●●	HL	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			(●) (●) (●) Return Serra Hound and target blue or green creature you control to their owner's hand, 1/1.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Spiral	SC	R	***	●●●	LU, 8, 4th, 5th	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Give all creatures +1/+2 until end of turn.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Sider Jolof	SC	C	**	●●●	MG	Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
			Horking. If Sider attacks, target a creature defender controls, 2/2.			Spiral	SC	C	**	●●●	W	Wildling: "Once we changed rock (Mystic) and I could change the world."	SC	R	**	●●●	TH
Snowbound	SC	R	**	●●●	HL	Spiral</											

MAGIC

The Gathering

PLAYERS GUIDE

Name	Land	CR	Rating	Sets Found
Barrens	LAM	R	*****	L, U, R
• Add \bullet or \bullet to your mana pool. Counts as a Mountain and a Swamp.				
Bad River	LAM	R	U	AB
Comes into play tapped. • Sacrifice. Search your Library for an Island or Swamp. Put that land into play.				
Baldwin's Trading Post	LAM	R	***	AB
When Post comes into play, sacrifice an un tapped mountain or bury Post.				
• Add \bullet or \bullet to your pool. \bullet , \bullet : Do one damage to target attack.				
Bayou	LAM	R	*****	L, U, R
• Add \bullet or \bullet to your mana pool. Counts as a Swamp and a Forest.				
Bazaar of Baghdad	LAM	R	****	AB
Draw 2 cards; Immediately discard 3 cards from your hand.				
Battlement Knoll	LAM	R	**	AB
Comes into play tapped. You may leave Vault tapped to put a counter on it.				
• Remove any number of counters, adding \bullet for each one.				
Blindsight	LAM	R	*****	AB
• Add 1 colorless mana to your pool. • Add \bullet to your mana pool and take 1 damage. • Add \bullet to your mana pool and take 1 damage.				
Boiling Lake	LAM	R	***	AB
Comes into play tapped. • Add one colorless mana to your mana pool.				
• Add \bullet to your mana pool. Boiling Lake deals 1 damage to you.				
Castle Siege	LAM	R	**	AB
• Add 1 colorless mana to your pool. • Add \bullet to your pool.				
Cathedral of Serra	LAM	U	***	AB
All your white legends may bond with other legends.				
Cloud Marsh	LAM	U	***	AB
• Add one colorless mana to your mana pool. • Add \bullet or \bullet to your mana pool. Under Marsh does not untap during your next untap phase.				
City of Brass	LAM	R	*****	AB, U, R, S
• Add 1 mana of any color. Take 1 damage whenever City is tapped.				
City of Shadows	LAM	R	**	AB
• Remove one of your creatures from the game and put a counter on City of Shadows. • Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.				
Coral Seal	LAM	U	**	VS
Comes into play tapped. When Seal comes into play, return an un tapped Island you control to your hand or bury Seal. • Add \bullet to your mana pool.				
Crystal Rain	LAM	U	**	AB
• Add \bullet to your mana pool. Sacrifice. Add \bullet to your mana pool.				
Desert	LAM	C	***	AB
• Add \bullet to your mana pool. • Do 1 damage to any attacking creature after it deals damage.				
Diamond Valley	LAM	R	***	AB
• Sacrifice a creature to gain life equal to its toughness.				
Dormant Volcano	LAM	U	**	VS
Comes into play tapped. When Dormant Volcano comes into play, return an un tapped mountain you control to owner's hand or bury Dormant Volcano.				
• Add \bullet or \bullet to your mana pool.				
Evergreen Hold	LAM	R	**	AB, S
Comes into play tapped. You may leave Hold tapped to put a counter on it.				
• Remove any number of counters, adding \bullet for each one.				
Evergreen Rules	LAM	R	***	AB, S
Comes into play tapped. • Add \bullet to your mana pool. • Sacrifice				
Evergreen Ranch	LAM	R	***	AB
• Add \bullet to your mana pool.				
Evergreen Stronghold	LAM	U	***	AB, S
Comes into play tapped. • Add \bullet to your mana pool. • Sacrifice				
Evergreen Stronghold	LAM	U	***	AB
• Add \bullet to your mana pool.				
Elephant Branched	LAM	R	***	AB
• Add \bullet to your mana pool. • Represents or Elephant or Mammoth.				
Everglades	LAM	U	**	VS
Comes into play tapped. When Everglades comes into play, return an un tapped swamp you control to owner's hand or bury Everglades. • Add \bullet to your mana pool.				
Flood Plain	LAM	U	**	MG
Comes into play tapped. • Sacrifice Road Plain: Search your library for a plains or island. Put that land into play.				
Forest	LAM	C	—	L, U, R, 4TH, A, M, S, R
• Add \bullet to your mana pool.				
Gemstone Mine	LAM	R	**	W1
When Gemstone Mine comes into play, put these counters on it. • Remove a counter from Gemstone Mine; Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.				
Ghost Town	LAM	R	**	TA
• Add one colorless mana to your mana pool. • Before Ghost Town to owner's hand. Use this ability only during another player's turn.				
Glacial Chasm	LAM	U	**	IA
CU, 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.				
Grasslands	LAM	U	**	AB
Comes into play tapped. • Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.				
Griffin Canyon	LAM	R	**	VS
• Add one colorless mana to your mana pool. • Untap target Griffin. That Griffin gets +1/+1 until end of turn.				
Halls of Mist	LAM	R	**	AB
CU. • No creature may attack if it attacked during its controller's last turn.				
Harrowhaunt	LAM	U	**	AB
• Add \bullet to your mana pool. • Remove landwalking from target creature until end of turn.				
Havenwood Battleground	LAM	R	**	FE, S
Comes into play tapped. • Add \bullet to your mana pool. • Sacrifice				
Havenwood Battleground: Add \bullet to your mana pool.				
Heart of Yavimaya	LAM	R	**	AB
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart. • Add \bullet to your mana pool. • Target creature gets +1/+1.				

Name	Land	CR	Rating	Sets Found	Name	Land	CR	Rating	Sets Found
Hollow Trees	LAM	R	**	FE, S	Seavine	LAM	R	*****	L, U, R
Comes into play tapped. You may leave Trees tapped to put a counter on it. • Remove any number of counters, adding \bullet for each one.					• Add \bullet or \bullet to your mana pool. Counts as a Forest and a Forest.				
Iconic Shrine	LAM	R	**	FE, S	Scalding	LAM	R	**	TM
Comes into play tapped. You may leave Shrine tapped to put a counter on it. • Remove any number of counters, adding \bullet for each one.					• Add \bullet or \bullet to your mana pool. Scalding deals 1 damage to you.				
Ice Floe	LAM	R	**	AB, S	Scorched Roots	LAM	R	***	AB
You may choose not to untap Ice Floe. • Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.					When Scorched Roots comes into play, sacrifice two un tapped lands or bury Roots. • Add 1 colorless mana to your mana pool.				
Ice Floe	LAM	C	—	L, U, 4TH, A, M, S, R	Scouring	LAM	R	*****	AB
• Add \bullet to your mana pool.					• Add \bullet or \bullet to your mana pool. Counts as a Plains and a Swamp.				
Island of Whirl-Wind	LAM	R	*****	AB	Seeker's Quarry	LAM	R	**	AB
• Reduce the power of one flying creature to 0 until end of turn.					• All your blue legends may bond with other legends.				
Jumping Roots	LAM	R	**	VS	Shattered Valley	LAM	R	**	AB
Comes into play tapped. When Roots comes into play, return an un tapped forest you control to owner's hand or bury Roots. • Add \bullet to your pool.					When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, you lose 1 life. • Add \bullet to your pool.				
Karakasa	LAM	U	***	AB	Skysplitter Forest	LAM	R	***	AB
• Add \bullet to your mana pool. • Return target legend to owner's hand.					Comes into play tapped. • Add one colorless mana to your mana pool. Forest deals 1 damage to you.				
Korzo	LAM	U	**	VS	• Add \bullet or \bullet to your mana pool. • Add \bullet to your mana pool.				
Comes into play tapped and you return an un tapped plains you control to owner's hand or bury Korzo. • Add \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
Korzo Forest	LAM	R	****	AB, S	• Add \bullet to your mana pool.				
• Add \bullet to your mana pool. • Add \bullet to your mana pool and take 1 damage. • Add \bullet to your mana pool and take 1 damage.					Shraw-Covered Forest	LAM	R	***	AB
Kaldor Glurp	LAM	R	****	AB	• Add \bullet or \bullet to your mana pool.				
When Glurp comes into play, sacrifice a plains or bury Glurp. • Add \bullet to your mana pool. • Put a 1/1 soldier token into play.					Shraw-Covered Forest	LAM	R	***	AB
Kaskara Keep	LAM	U	**	HL	• Add \bullet or \bullet to your mana pool.				
• Add \bullet to your mana pool. • Add \bullet to your mana pool and take 1 damage.					Shraw-Covered Forest	LAM	U	—	AB
Lake of the Dead	LAM	R	***	AB	• Add \bullet or \bullet to your mana pool.				
When Lake comes into play, sacrifice a Swamp or bury Lake. • Add \bullet to your mana pool. • Sacrifice a Swamp to add \bullet to your pool.					Shraw-Covered Forest	LAM	U	—	AB
Land Cap	LAM	R	**	AB	• Add \bullet to your mana pool.				
If any counters are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. • Add \bullet to your mana pool and put a counter on Land Cap. • Add \bullet to your mana pool and put a counter on Cap.					Shraw-Covered Forest	LAM	U	—	AB
Love Tubs	LAM	R	**	AB	• Add \bullet to your mana pool. • Draw one card from your library if you have exactly seven cards in hand.				
If any counters are on Love Tubs, it does not untap. Remove a counter from Love Tubs at end of your upkeep. • Add \bullet to your pool and put a counter on Tubs.					Shraw-Covered Forest	LAM	R	***	AB
Library of Alexandria	LAM	R	****	AB	• Add \bullet to your mana pool. • Draw one card from your library.				
• Add \bullet to your mana pool. • Draw one card from your library if you have exactly seven cards in hand.					Shraw-Covered Forest	LAM	U	—	AB
Lotsa-Vile	LAM	R	***	WL	Shraw-Covered Forest	LAM	R	***	AB
When Lotsa-Vile comes into play, sacrifice two un tapped lands or bury Lotsa-Vile. • Add three mana of any color to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	R	***	AB
• Add \bullet or \bullet to your mana pool.					Shraw-Covered Forest	LAM	U	—	AB
• Add \bullet or \bullet									

INQUEST

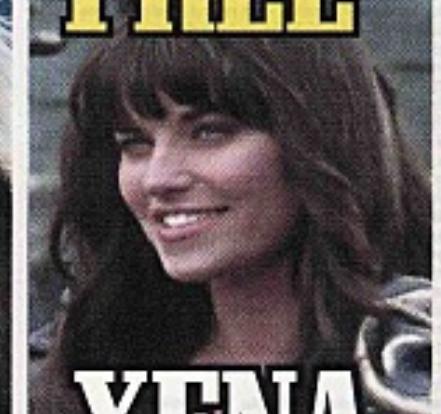
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PLAYERS GUIDE



CARD DESCRIPTION

A — Card Name: This is Hosted the 38th. Call him Boss. Force: How tough the character is. In this case, not tough enough to not get cooked by the Scorpions.

B — Gold Cost: How much it costs to play.

C — Maximum Family Honor: This is the Emperor; he doesn't need no steenkin' honor. However...

D — Traits: ...he is rather finicky about whom he works for. He's also a samurai, which means he fights and dies like a man.

E — Abilities: What the card does.

F — Border: A quick indicator of the card type.

G — Rental: Is an unaligned personality.

H — Artist: The person responsible for the lovely rendering.

I — Personal Honor: Shouldn't the ruler of Rokugan be more honorable than some Gaea peon?

J — Ok, the character's strength of spirit.

15R: SCORPION CLAN COUP

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ACTIONS

Name	Gold	Focus	Rarity
Description			

A Greater Destiny 0 3 R3
Reaction: When one of your Unique Personalties is about to be destroyed, that Personality instead makes a narrow escape. The Personality is shifted into your Dynasty Deck, and all attached cards and tokens are destroyed normally. Only one A Greater Destiny may be played on a Personality per game. If the Personality has been overlaid with an Experienced Version, set the inexperienced version aside, and rejoin them if you bring the experienced version back into play.

A Samurai Never Stands Alone 0 1 C1
Battle Terrain: All of your Personalties at this battle gain a Focus bonus equal to the number of players who have units in the opposing army.

A Semico's Revenge 0 1 C2
United: One of your Personalties with a Personal Honor greater than zero gets a permanent +10/-10, but his Personal Honor is reduced to zero permanently, and cannot be increased.

A Wave of Truth 0 4 R2
Reaction: Play this card when another player fulfills the conditions for putting an elemental ring into play, but does not do so. You may put that ring into play from your hand, but you cannot use the benefit effect for that ring.

Arrival of the Unicorns 0 1 C1
Open: Until the end of this turn, any Cavalry assigned to attack or defend during an infantry engagement phase, gains a +1 bonus to the Personality leading it.

Behind Night's Shadow 0 1 R1
United: When attacking units are assigned to battles this turn, they are all assigned face down. Turn all units face up immediately before any actions are taken for the first battle. If any illegal assignments are revealed, all units in that army are returned home, bowed. Players may use a single card to represent each unit until they are turned up.

Defenders of the Rule 0 4 C2
Reaction: Play when one of your Provinces is about to be destroyed by an event. No Provinces are destroyed by this event.

Diehard 5 2 C2
United: Destroy any one retainer in play. Lose 4 honor.

First of Retribution 0 4 C3
Elemental Reaction: play after a spell effect is produced to destroy the spell card. Elemental Reaction: play after an innate ability is performed to give that shugenja a +2 until the end of the turn.

Gift of Folly 0 2 R2
Political United: Give control of one of your Personalties to another player, until the end of the game.

Gifts of Art 0 1 C2
United: One of your Personalties challenges another Personality with an equal or higher chi to a duel that cannot be resolved. Each Personality must focus exactly once if possible. The loser of this duel is dishonored, but not destroyed. The winner of the duel gains 4 honor.

Kyudo 2 3 C3
United: Bow one of your Personalties. Until the end of the game, when this Personality is performing a single Ranged Attack which is not a spell effect or innate ability, he may make a second consecutive Ranged Attack, but if he does so, both Ranged Attacks are one less strength.



Musubi 0 3 R1
Battle Target: a defending Monk or a defending Personality with Tactics in this battle. If this action is used with a non-Monk, it is considered that Personality's use of Tactics for this battle. Immediately before resolution, this Personality's face is set to that of the highest opposing Personality.

One Honor 0 1 C3
Political United: gain one honor.

Political Distraction 4 1 C1
This action has a zero gold cost for Scorpion and Crane players. Political United: Lose 2 honor. Until the beginning of your next turn, all honor losses are reduced to zero.

Political Motives 0 2 R1
Political Reaction: Target a Personality immediately after a political action performed by the Personality is unsuccessful or canceled. That Personality is dishonored and that Personality's controller loses 7 honor.

Reckward 0 2 C2
Reaction: play when assigning a unit to a battle where there is one or more other units in that army to assign that unit as a Reckward. This unit may not perform or be targeted by actions until there are no units in that army that can not be Reckward or until the beginning of the resolution phase of the battle, whichever comes first.

Robbing the Dead 0 2 C1
United: remove one item or spell from any player's discard pile and attach it to one of your Personalties, paying all costs. Then, if this Personality is not a scavenger, he is dishonored and cannot be rehired. Finally, lose 5 honor. You may not return a card that destroyed itself.

Street to Street 0 1 C3
Battle Terrain: This terrain takes effect as soon as it is played. All followers of this battle are considered undrafted. After the end of this battle action phase, or when this terrain is destroyed, each player's remaining followers may be attached to any of that player's surviving Personalties in this battle. Followers unable to legally attach in this fashion are destroyed.

Name	Gold	Focus	Rarity
Description			
Subversion	3	1	R3
Reaction: Bow a target player's strength. Lose 1 honor. You may not perform this action during the target player's turn.			
The Crab Arrive	0	3	C3
Reaction: Play when another player's unit is being moved into a battle with an action. Select one of your Personalties with a Chi greater than two. Your unit is also moved into that battle. Crab Personalties may use this card regardless of their chi.			
The Face of My Enemy	0	1	R2
Reaction: play this card when your army or Personality has killed a unique Personality during battle or in a duel. You gain Honor equal to the paired Force (or slot used in the duel) of the Personality, in addition to any normal Honor gains. You may only play one Displaying of Heads per turn.			
The Fog of War	0	4	C3
Reaction: Cancel any one action taken by a player that does not currently have any units in this battle. You cannot cancel the actions of the Beluder with this action.			
The Hand Behind the Strike	0	1	C2
Political Reaction: play after a challenge has been accepted but before the first focus. The winner of this duel will gain 3 additional honor. Only one Hand behind the Strike may be played per duel.			
The People's Champion	0	4	R3
Reaction: Play immediately before a player is about to win a Political victory. Any player may stop toward one unbowed Personality to challenge that player. That player may accept the challenge with any Personality (including below Personality). Unless the challenge is accepted and won, that player's honor is reduced to 37.			
The Secret Entrance	4	2	C1
Reaction: Play immediately before any actions are performed in a battle action phase. Players without units in this battle may not perform any actions, including those that normally could be played without having units in the battle (such as the Imperial Fever or moving a unit into the battle).			
The Soul of Ako	0	4	R3
Reaction: Play when one of your Personalties is about to die during the battle action phase of a battle. Your Personality is not destroyed if its Personal Honor is greater than two and is not dying as a result of an action from your card. This Personality is destroyed immediately after the battle.			
The Unknown Cut	0	3	C1
Reaction: Play after costs have been resolved but before the resolution of a duel. Both Personalties in this duel are dishonored and all honor for the winner of this duel is canceled.			

Yago Shidachi & Isawa Tomo's Portal:
Gosh, isn't it nice that the Scorpions finally have someone they can bring out on the battlefield that actually does something cool? With Shidachi in play, you can set up your defenders the way you want them—and you don't even have to assign him to the battle! Not enough control? With the Portal, you can slide around one of the attackers as well.

Through the Waterways 0 3 R1
United: Bow a Ninja or Genko Personality to find and remove any one Wall of Otsu Uchi from your Dynasty deck and attach it to one of your provinces. All costs must be paid normally. Replace the Dynasty deck.

Totem is Dragged 0 3 R1
Ninjutsu Open: Target a Personality and discard any number of cards from your hand so that their Face values add up to be greater than the Chi of the target Personality. Bow the targeted Personality. Lose 2 honor. This action cannot be performed during a battle action phase.

When Men Stand Divided 5 3 C2
This action costs 0 for Scorpion players. Political United: Until the beginning of your next turn, Personalties cannot be assigned or moved into a battle where there are Personalties from another clan in that army. Unaligned Personalties are not affected by this effect.

EVENTS			
Name	Gold	Focus	Rarity

A Final Deal	0	3	R3
One of your Unique Personalties challenges a Unique Personality controlled by another player to a duel that cannot be resolved. The winner gains 5 honor.			
Give Me Your Hand	0	3	R3
Until the end of the game, any shugenja may bow to participate in a Ritual cast by another player if the casting player allows him or her to participate.			
Lines Attack the Crane	0	3	R1
Choose any player (including yourself). The targeted player begins an attack Phase against another player of his choice. Each of the target player's unaligned Personalties that does not assign to attack is dishonored and causes a one point Honor loss. After the final battle resolution, your turn continues normally.			

Name	Description	Rarity	Name	Description	Force	Chi	Honor	Gold	Focus	Rarity	Name	Description	Gold	Rarity
My Enemy's Weakness	Until the beginning of your next turn, any player that destroys a province as the Attacker may pay 5 gold immediately to gain an additional province to the right of their destroyed province. Players may not gain more than one province in this fashion.	R2	Monk Advisors	1 +1 1 3 3 C2	You may attach this follower to a Personality controlled by another player when it enters play. Open: Deploy the Advisors. Reaction: Once per game, the player who put this card into play may assign this unit as it is controlled by the unit. If the player who controls the unit does not assign the unit or tries to assign it to the opposing army, this may result in a player with units on both sides of a battle.							North Wall of Otosan Uchi	4	R2
One Man's Honor	Until your events phase two turns after this one, players may ignore honor requirements on Personas from their clan, as well as any clan that they have a declared alliance with.	R2	Scorpion House Guard	2 +1 1 5 4 R2	Unique. May only be attached to a Scorpion Clan Personality. This unit is unaffected by Fire effects. This Personality does not have its Chi reduced by effects that include the words "Until the end of the turn."							Unique Imperial Fortification. Loss 4 honor. This Province has a 3 strength bonus. The gold cost of this Fortification cannot be reduced. No duels can be initiated during a battle at this province. During your events phase, if you have all four Walls of Otosan Uchi in play and Hanzo the 38th is dead, you win the game.		
The 38th Hanzo Falls	The Imperial Honor is discarded. Bow all Imperial cards. No political actions can be performed until the beginning of your next turn. Hanzo the 38th is destroyed if he is in play.	R1	Soshi Uyuni	2 - - 5 3 R1	Unique. May only be attached to a Scorpion Clan Personality. Battle: Bow Soshi Uyuni and target an opposing army card. Move targeted army onto this Personality if such attachment is legal. Loss honor equal to the gold cost of the stolen item.							Quarry	4	C3
The Courage of Oshiro-Na	Until the beginning of your next events phase, all Force and Chi bonuses (and penalties) created by tokens are doubled.	R3										Quarry	4	C3



The Shadow
Stronghold of the Bayushi & Bayushi Shogun
Gosh, isn't it nice that the Scorpion champion doesn't enter play dead anymore? Besides being a huge honchukai Samuri, Shogun also gives you the option to switch hate bands with your opponent before a battle. Normally, you'd have to make that choice blindly... but the new Scorpion stronghold lets you peek at your opponent's hand as an Open action. Look in your Limited phase, attack and swap.

The Fair Virtues of Lies	R2
All Couriers, Diplomats, Peas, and Personas with Political Actions in play are destroyed.	
The First Scroll is Opened	R1
Each shugenjo in play must either destroy one attached spell, or else the shugenjo loses 2C permanently.	
The Barricade Wheel Spins	R2
Until the end of the game, whenever a strike is declared in a duel, each player flips the top card of his or her late deck and plays it as an additional focus for their Personality. Personas who corner focus ignore this effect.	
The World Stood Still	R3
Until your events phase two turns after this one, all Air, Earth, Fire, Void, Water, and Mind cards are bowed and may not strengthen. No player may bring these cards into play. All abilities of these cards, and all elemental effects are negated.	

Swamp Spirits	1 - - 0 1 C3
Shadowlands. Creature. This Personality has its Personal Honor reduced by two while the swamp spirits are attached.	

HOLDINGS

Name	Gold	Rarity
Bayushi's Labyrinth	4	R3

Fortification. May only be played by a Scorpion player. This holding is destroyed if you can ever below negative nineteen honor. Open: You may lose one honor to increase this Province's strength (until the end of the turn) by one. You may not increase this Province's strength by more than seven points per turn in this fashion.

FOLLOWERS									
Name	Force	Chi	Honor	Gold	Focus	Rarity	Description		
Acolyte Keade	1 +1 2 5 4 R3						Unique. May only be attached to a Phoenix Clan Personality. Open: Discard your entire hand to gain a force bonus equal to the number of cards discarded.		
Caravan Raiders	0 - - 5 2 C1						Cavalry. Battle: Bow for a Ranged 3 Attack. If this is a cavalry unit, you may return this unit to your hand.		
Imperial Police Guard	6 - 2 9 3 R1						Immune to fire. If this unit is assigned to an attacking army, the Police Guard is destroyed. The Imperial Police Guard gains +2F while you control the Imperial Honor or have Hanzo the 38th in play.		
Lieutenant Dohki	2 0 1 5 4 R2						Unique. May only be attached to a Dragon Clan Personality. During your End Phase you may move one token from this Personality onto this follower, if this follower has less than three tokens and can legally attach it. Tokens have no effect while they are attached to this follower. Battle: Bow and destroy any number of tokens on this follower to produce a Ranged Attack with a strength equal to the number of tokens destroyed.		
Lieutenant Mariko	2 0 2 5 4 R1						Cavalry. Unique. May only be attached to a Unicorn Clan Samuri. Reaction: When another player's unit is being moved into a battle with an action, bow this follower to move this unit into the same province.		
Lieutenant Suke	2 0 1 5 4 R3						Unique. May only be attached to a Cob Samuri. Reaction: Bow this follower instead of the attached Personality when the attached Personality is bowing to perform an action or as the result of an action.		
Lieutenant Tamari	3 0 3 5 4 R3						Unique. May only be attached to a Lion Clan Samuri. Reaction: Immediately before this unit is assigned to (or moved into) a battle, choose one fortification at that province. This fortification has all of its effects negated until the end of this turn, if this unit enters the battle. This can be done once each time this unit enters a battle.		
Lieutenant Uji	2 +1 3 5 4 R2						Unique. May only be attached to a Crane Clan Samuri. Battle: Bow to produce a Ranged Attack with a strength equal to the personal honor of the attached Personality.		

Divinatory Pool	5	C1
The gold cost of this card is 2 for Scorpion Players. Open: Bow to look at the top card of any one deck.		
East Wall of Otosan Uchi	4	R1

Unique Imperial Fortification. Loss 4 honor. This Province has a 3 strength bonus. The gold cost of this Fortification cannot be reduced. Spells effects and innate abilities are canceled without effect when performed during a battle at this Province.

Emision	0	C1
Fertilization. You are always considered to have a unit during a battle at this province while this card is in play.		
Heartbreak Drawers	4	C3

Reaction: Battle: Bow to send any one opposing army Personality home from battle, or to bow an opposing army follower. Open: Bow this card to give all of your Personas a +1C until the end of this action phase.

Armor of Osano-No	+1 +1 3 1 C1	
May not be attached to Shadowlands Personas. This Personality cannot be targeted with Black Soul effects. Benevolent Reaction: Instead of destroying the province that this Personality is attacking, you may put the Ring of Earth into play.		
Dragon Pearl	- - 10 3 R2	

Unique. When the Dragon Pearl enters play, choose any one item (including unique items) that could be attached to this Personality. The Dragon Pearl is considered an exact copy of this item with all of its abilities and bonuses. Effects of the target item coming into play are not reported.

Reaper's Blade	+1 +1 4 2 C3	
If this Personality has already focused area in a duel, he may bow to end the duel without resolution instead of focusing. All focus cards are discarded without effect.		
Soshi's Belkin	- - 5 2 R3	

Reaction: Bow a shugenjo you control to cancel any action targeting this unit.



Name	Description	Force	Chi	Fam.	Gold	Per.	Body
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Chi	-	2	2	C1			
Weapons	They not be attached to a samurai. Reaction: Instead of focusing in a duel, this Personality may discard one fate card. If the focus value of the discards is greater than the focus value of a weapon attached to his opponent, the weapon is destroyed.						
Chi of Protection	-	1	2	R2			
This Personality may not be challenged or Ambushed.							
Shojo's Armor	+2	+2	8	4	R2		
Unique. May only be attached to a Scorpion Clan Sensuji. Attaches to Shojo without gold cost. This Personality gains a 1F/1C bonus for each Black Scowl in play. The gold cost of your Scorpion Personas is reduced by two while this card is in play.							
Sam's Marpo	-	-	3	1	R2		
Battle: Bow to give this Personality a 1F bonus for each other Personality in this army. All other Personas in this army lose 1 chi until the end of turn.							
The Baby of Justice	-	-	5	1	R2		
Unique. Limited. Choose one Personality in play to be trapped within the gem. Bow the gem and this Personality. The target is bowed and cannot strengthen until either the gem straightens or is destroyed. As a limited action, the controller of the trapped Personality may discard a fate card to destroy the gem if the focus value of the discarded plus the Personal Honor of the target is equal to or greater than this Personality's Chi. The gem may remain bowed.							
War Wagon	-	-	5	1	C1		
This card can be attached to Unicorn Personas for 2 less gold. If this Personality has the Cavalry trait, he gains 2F from the War Wagon. A Personality in the War Wagon cannot be targeted by Ranged Attacks, but may not have Followers or other items attached. The Wagon cannot be attached to a Personality with Followers or other items.							

KIHO ACTIONS

Name	Description	Gold	Fame	Body
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Frosting the Edibleblood	0	3	C1	
Kiho Open: Bow a shugenjo or monk you control to give one sleep token to one bowed Personality in play. The next time that Personality attempts to straighten, one sleep token is destroyed instead.				
Fury of the Earth	0	3	C2	
Kiho Elemental: Bow one of your shugenjo or monks in this battle to reduce this province's strength by an amount equal to the Personality's chi (a minimum of 2F). Kiho Elemental: Bow one of your shugenjo or monks in this battle to destroy a fortification of this province with a gold cost equal to or less than the Personality's chi.				
Jusjo's Touch	0	2	C1	
Kiho Reaction: Bow one of your shugenjo or monks when a card is being sent to a discard pile. That card is removed from the game and may not return to play or have an effect on play by any means. Kiho Limited. Bow one of your shugenjo or monks. It removes a card in someone's discard pile from the game; this card may not return to play or have an effect on play by any means.				
Left From the True Path	0	1	R2	
Kiho Limited: Bow a shugenjo or monk you control with a chi of 5 or more and the shadowshrew trait. Target an elemental ring in play. That ring is returned to the controlling player's hand. Loss 2 honor.				
Piercing the Soul	0	2	C2	
Kiho Reaction: Bow a shugenjo or monk you control when you are about to perform a Ranged Attack in this battle. The Ranged Attack has its strength compared to chi instead of force if it is targeting a Personality.				
The Endless Wall	0	2	R1	
Kiho Limited: Bow a monk or shugenjo you control to look at a number of cards from the top of your fate deck one by one up to the Personality's chi. You may show one of these cards to your opponents and put it into your hand if that card's focus value plus the number of cards you looked at is less than or equal to the Personality's chi.				
The Fathoms' Wisdom	0	4	C3	
Kiho Elemental Limited: Bow a shugenjo or monk you control to turn any token in play permanently into a +1F/+1C resource token. The token provides no further effects.				
The Seal Goes Forth	0	3	C1	
Kiho Battle: Bow one of your shugenjo or monks in this battle to destroy any one item in this battle with a focus value less than the Chi of your Personality.				
The True Land	0	3	R2	
Kiho Limited: Bow a shugenjo or monk you control to move any one of your Regions to any other of your Provinces to which it may legally be attached.				
Kiho Limited: Bow a shugenjo or monk you control to move a Region you are bringing into play to any other of your Provinces to which it may legally be attached.				
Teaching the Seal	0	2	C2	
Kiho Reaction: Bow one of your shugenjo or monks of this battle immediately before producing an action from one of your Personas who is not in the battle. The Personality outside the battle performs the action as if he or she were present of the battle.				

Name	Description	Force	Chi	Fam.	Gold	Per.	Body	Name	Description	Force	Chi	Fam.	Gold	Per.	Body								
PERSONALITIES																							
Name Description																							
Agatha Memoko	2 2 - 4 1 C3	Dragon Clan Shugenjo. Battle: Bow Burns to give one of your defending samurai a 2F/2C bonus if there are Shadowlands cards in the opposing army.						Bant the 38th	2 5 - 8 3 R1	Unaligned Empress. Unique. Samuri. You must discard the Imperial Favor or have Personas and followers with a combined force greater than 15 to put this card into play. Reaction: Bow to reduce the gold cost of any Imperial or Honshu card to zero as it is being put into play. Reaction: Cancel a Political Action.													
Agatha Nobe	2 3 4 6 1 C2	Dragon Clan Shugenjo. Battle: Destroy any honor on Nobe to straighten him. This may be done once per battle.						Reserves	2 2 - 4 2 C2	Monk Clan Samuri. When brought into play, you may pay an additional 2 gold to align Reserves to your clan. He keeps his Alcibi clan alignment.													
Albedo Hori	1 2 1 3 1 C3	Lion Clan Samuri. Battle: Bow Hori when your army has more honor than the opposing army, if there are units in the opposing army. Bow 2 honor. Honor gain 1 personal honor maximum, minimum of 5.						Hoboku	0 1 0 1 2 C1	Unaligned Genbu. May not be assigned to attack or defend. If one player puts a Hoboku into play, yours is shuffled back into your Dynasty Deck - all attached costs and honor are destroyed, and all charges are negated. Limited: Bow Hoboku to look at a randomly chosen card in your opponent's hand. Limited: Bow Hoboku to look at one face-down card in a player's hand.													
Albedo Iwane	3 2 5 6 2 C3	Ice Clan Samuri. Known to have a weapon or armor attached from your hand as it is being put into play. Costs must be paid normally.						Hida Knob	8 4 4 13 2 R3	Crab Clan Champion. Inexperienced. Unique. Samuri. Battle: Bow Knob to end the battle action phase of this battle if Knob is at the battle. Resolve any tension, if necessary, and continue to the resolution of the battle.													
Albedo Matsuh	4 3 7 8 3 R3	Ice Clan Samuri. Known to have a weapon or armor attached from your hand as it is being put into play. Costs must be paid normally.						Hida Motyu	1 2 0 4 2 C2	Crab Clan Cartographer. Limited. Bow Motyu and discard a terrain card from your hand. Go through your fate deck and select any one terrain card. Reveal the terrain card to your opponents and put it in your hand. Shuffle your fate deck.													
Albedo Tetsu	5 5 10 12 4 Family	Shogun Clan Champion. Samuri. Unique. Inexperienced. Technician. Double Chi. Will only join a Lion Clan player. Reaction: Unbow a follower in this unit that just bowed to perform an action. The follower may not perform the same action again this turn.						Hirana Ono	2 3 3 6 3 C3	Crab Clan Samuri. Ono gains a +4C bonus while dueling a Shadowlands Personality. Ono has a +1F bonus for each opposing Shadowlands Personality and follower during battle.													
Asahina Ujina	1 3 4 6 2 C2	Crane Clan Shugenjo. Open: Bow to give a 2F/2C bonus to any Crane Personality.						Hirao Sze	1 2 4 6 1 R2	Phoenix Clan shugenjo. Reaction: once per turn, you may straighten Sze immediately after he costs a spell or participates in a ritual. Put a -1C exhaustion token on Sze.													
Bayushi Daimyo	3 2 - 7 2 R2	Scorpion Clan Sensuji. Unique. Battle: Bow Daimyo to give a -1C honor token to any opposing Personality. While that Personality has one honor token, any time he performs an action, he gains an additional -1C honor token. Whenever the target has an opportunity to straighten, he may destroy one honor token if he is already unbowed. Loss 2 Honor.						Hirao Ujina	3 4 5 10 3 R3	Phoenix Clan Shugenjo. Master of Void. Unique. Ujina is considered to be the inexperienced version of the Nameless One. If Iwao Ujina is unbowed and you perform no actions and put no cards into play during your turn, you may draw an additional three fate cards immediately after your End phase.													
Bayushi Daimyo	0 2 - 6 1 R1	Scorpion Clan Seductress. Inexperienced. Unique. Open: Bow Daimyo and target a personality whose Personal Honor is reduced to zero until the beginning of your next turn.						Ishikawa	3 4 5 9 3 R3	Unaligned Samuri. Captain of the Imperial Guard. Unique. Imperial cards being attacked to Ishikawa have their gold cost reduced by three. Political Battle: Bow Ishikawa if you have the Imperial Favor and target one opposing human Personality with a Personal Honor of zero. That Personality is sent home without honor. This is considered a use of the Imperial Favor, but you do not discard the favor.													
Bayushi Kyone	3 2 - 6 1 C2	Scorpion Clan Samuri. Reaction: Bow Kyone to cancel a use of the Technician ability by an opposing Personality. The Technician ability is considered to have been used for the turn.						The 38th Hostile Falls & Through The Waterways															
Name Description																							
Bayushi Shoujo	6 5 - 15 2 Family	Scorpion Clan Champion. Samuri. Technician. Unique. Inexperienced. Will only join Scorpion clan. Reaction: Before the first action can be performed for a battle that Shoujo is in, you may switch fate hands with any one opposing player. The hands are switched back immediately after the battle. You lose two honor for each card you play out of that player's hand, or it is played. This action can be done once per turn.						Iuchi Katta	2 3 - 7 3 C1	Unicorn Clan Shugenjo. Cavalry. Limited. Bow this Personality to give the Cavalry trait to a number of your cards equal to his Chi while he is bowed. They remain bowed.													
Bayushi Shoujo	2 3 5 5 2 C2	Scorpion Clan Imperial Magistrate. Will not join the Bayushi Scorpion Clan.						Kappa	3 3 - 6 1 C2	Unaligned Cheetah. The Kappa always has a 0F/1C when bowed. Battle: Once per battle, the Kappa can issue an unpredictable challenge to an opposing Samuri. The duel is a contest of honor, instead of chi. The loser is bowed.													
Bayushi Yoko	2 5 - 8 0 R1	Scorpion Clan Sailor. Ninja. Only Ninja followers. Personas must bow to release a card from Yoko. Battles cannot be played during a challenge and/or duel involving Yoko.						Matsu Nekane	2 3 6 6 2 C2	Lion Clan Sensuji. Reaction: Bow Nekane and the follower in, if the challenge is refused, the Personality is dishonored and the controller loses 7 honor.													
Bayushi Yoko	1 2 - 4 1 C1	Daimyo Clan Scout. Reaction: Bow Daimyo and a port to be able to play an action before the defender's first action in this battle. You may do this as the defender only if the attacker has a port, sailor, or trader in play. This may be done once per turn.						Matsu Yoko	4 3 8 11 3 R2	Lion Clan Hira. Sensuji. Inexperienced. Unique. Double Chi. Will only join a Lion Clan Player. Open: Add Yoko's Personal Honor to her Force or Chi. This may be done once per turn.													
Bayushi Yoko	3 6 15 5 2 R2	Crane Clan Champion. Emerald Champion. Unique. Double Chi. Will only join Crane Clan Player. May attack the Emerald Armor without gold cost. Open: Bow to challenge a Personality to a duel. Draw and discard the top card of any player's fate deck - if the focus of the discard is higher than the personality's personal honor, the duel cannot be refused.						Mizunoto Sotzu	4 3 4 8 2 R3	Dragon Clan Sensuji. Unique. Sotzu may attack the Ancestral Sword of the Dragon for five less gold. If Mizunoto Sotzu is destroyed by losing a duel you may bring one Mizunoto (either into play for 5 less gold or as a replacement for the destroyed card).													



The 38th Hostile Falls & Through The Waterways: Another victory condition for L5R. If you can pull off the coup by putting up all four Walls of Otosei Uchi and then offing the Emperor, you win. With the event, you don't need to actually get the Honshu card into play... with the Waterways, you can pull three of the Walls from your deck when you need them. That's 80 percent of a win right there on the spot.

Name	Force	Chi	Focus	Gold	Per.	Rarity
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Ninja Shapeshifter 0 2 - 8 0 R2
Unaligned Ninja. Inexperienced. Unique. Limited: Bow to challenge any Personality in play to a duel that cannot be refused. If the Shapeshifter wins the duel, he may permanently change his Focus or Chi to that of the target, or may permanently gain any one of the target's abilities. The Shapeshifter loses the permanent change if it performs this action again. If the shapeshifter loses the duel he is destroyed, but the target cannot die as a result of this duel.

Drake Guards 3 3 0 7 3 C2
Unicorn Clan Samurai. Cavalry. This Personality may have a follower attached as he is being put into play. All costs must be paid normally.

Baron 3 2 - 7 1 R2
Mantis Clan Shugenja. Any Duan-IVc Spell can be attached to him without gold cost.

Sandaku 1 2 - 6 1 R1
Unaligned Ninja Initiator. Only Ninja followers. Reaction: If the Initiator's army consists of only Ninja Personalties and followers, you may perform one action before the Defender's first action for the battle.

Shuzo 2 2 0 6 2 C2
Unaligned Ninja. Open: Bow any of your Pool Bots or Pool Divers to place a Pool Token or Shuzo. Bow and destroy any number of pool tokens as Shuzo to produce a ranged attack targeting a Shadowlands card. The ranged attack has a strength equal to twice the number of Pool Tokens destroyed.

Sakai Kyo 2 2 4 6 2 C3
Phoenix Clan Samuri. If Kyo is unboxed, your shugenja outside this battle may cast spells as if they were committed to this battle.

Shima Yokotsu 4 4 5 11 2 R1
Unicorn Clan Champion. Inexperienced. Unique. Cavalry. Reaction: Will only join a Unicorn player. All Personalties in an army with Yokotsu have a TF bonus. Limited: Once per turn, pay 3g to attack a TF cavalry follower taken to Yokotsu.

Shodo 1 4 0 0 2 C1
Unaligned Monk Advisor. You must have at least one Elemental Ring in play to bring Shodo into play. Open: Bow Shodo and a temple you control to strengthen your stronghold.

Shurei Homa 2 3 - 5 2 C1
Scorpion Clan Samuri. Open: Bow to switch the Dynasty cards between any two provinces belonging to the same player. To perform this action during a battle, Homa must be assigned to one of the two provinces.

Seki Ichihi 3 3 - 7 2 R1
Scorpion Clan Shugenja. Cavalry. Open: Bow to bow any gold producing holding which causes an honor loss when bowed for gold.

Sandaku 3 3 - 6 2 C3
Unaligned Monk Teacher. Limited: Bow Sandaku to give one of your Personalties one point bonus to Force, Chi or Personal Honor. Personalties may have each value improved once by this teacher.

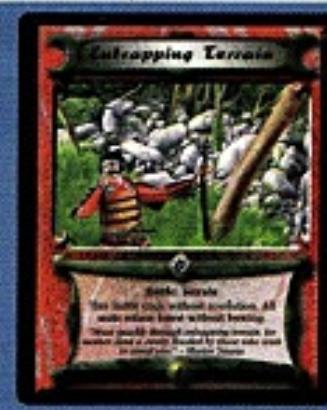
The Exiled Ugu 0 2 - 4 0 C1
Unaligned Ronin, Goblin Shaman, Shugenja, Shadowlands. Reaction: Bow one or more Goblin cards you control to reduce the gold cost of a spell being attached to Ugu by an amount equal to the number of goblins you have.

Name	Description
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Plain of Pest Troubles C2
Bottle: If there is a face-up Personality in this Province, that Personality enters play (ignoring gold cost and honor requirement) and is moved into the battle as a defensive unit.

Plains Above Evil C1
All Unaligned Ninja Personalties entering play from this province gain a -10% permanently.

Plains of the Emerald Champion C3
No player may perform more than two actions during a battle of this Province. This includes reactions played immediately before start of the battle.



Streets of Bisan Uki

Uniqua. Personalties in a battle of this Province may, as a Battle action, challenge any opposing Personality to a duel that may only be refused if the challenged Personality's controller discards one card from his or her hand. Each Personality may perform this action once per battle.

The Red Villages

Any Personality being put into play from this Province may have one or more followers attached to it from your hand, as it enters play. The gold costs of the followers are reduced by 3 if the Personality is a Samuri.

The Temple of Shisei

No units containing art, skeletons, zombies, undead cards, or Shadowlands cards which have been returned to play by a spell, may be assigned to or moved to attack this Province.

Boys' Dozen & Troops from the Woods
"And leave, leave Sir Dozen ion away...." Boys' Dozen's a decent fighter, but isn't above trampling subordinates to get the hook outta Dodge when he's in trouble. But what if you've committed him to a fight you thought he could win? No problem. Call for some backup, then yank him away. Trailing Posts are best for this, because they're free. And nobody likes the mites anyway.



SPELLS

Name	Description	Gold	Focus	Rarity
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Agasha's Illusion 6 3 R1
May only be attached to a Dragon Clan Shugenja. Limited: Bow this Shugenja. Target a number of unboxed Items, Spells or Follower Cards attached to your Personalties up to this Shugenja's Chi. Reattach these cards face-down to any of your unboxed Personalties. These cards are in play, but have no effect on play until they are revealed - which you may do as an Open action for each card. These cards are destroyed when revealed if the attachment is illegal.

All Distantes are One 4 3 C3
Elemental Limited: Bow this shugenja to move one Region card to a different Province of the same player that it can be legally attached to. Destroy this spell if the target Region is not your own. Elemental Limited: Bow this shugenja and target a non-village region in play. Until the end of the game, while this region remains in play, no other regions with the same name may be brought into play.

Name	Description
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Asada's Breath

They only be attached to a Crane Clan Shugenja. Elemental Limited: Bow this Shugenja and destroy this spell. Issue a challenge between one of your unboxed Personalties and another Personality in play. The challenge may be refused at a loss of three family honor, and the Personality is destroyed. If the challenge is accepted, this shugenja's chi is added to your Personality's chi for the duel.

Blind C1
Battle Elemental: Bow this Shugenja and destroy this spell. All Personalties and followers of this battle with a honor less than 3 are bowed by the vector.

Garrison & Entrapping Terrain

One of the either common from the first scroll. For the low, low cost of... well, nothing, you can use all those defensive actions that require you to have a unit present, even when you don't. Save your troops for the ones you can win, and use cards like Entrapping Terrain to stop the rest.

Hirano's Lost Breath

May only be attached to a Crab Clan Shugenja. Limited: Bow this Shugenja and destroy this spell. One of your units begins a battle with one target unit containing a Shadowlands card. No units may join this battle or be moved to other Provinces from this battle. No provinces can be destroyed. This additional attack phase does not replace your normal Attack Phase.

Kanashin's Prayer

May only be attached to a Unicorn Clan Shugenja. Limited: Bow this Shugenja to move one creature follower from one of your Personalties to another. Limited: Bow this shugenja to get one creature card from your card deck or put it in your hand or from your Dynasty deck to put in one of your Provinces (including the card there). Reshuffle your deck.

Minor Image

Open: Bow this shugenja and destroy this spell to make a Minor Image of one of your Personalties. The copy is not a card and has no effect on the game except that if the target Personality is killed this turn, you may draw and discard a lot card; if the discard has an add honor value, the copy of the Personality is "destroyed" instead, and the original Personality is returned to your field, bowed.

Sachi's Curse

May only be attached to a Scorpion Clan Shugenja. Battle: Bow this shugenja and destroy this spell. One opposing Personality is frozen until the beginning of your next turn. Cards in that unit may not perform actions or be targeted with actions by his controller. If this unit is the only unit assigned to a bank, its controller is considered to not have any units in the battle.

The Party of Kita

May only be attached to a Lion Clan Shugenja. Open: Bow this shugenja who may remain bowed. All Chi penalties your personalties currently receiving are negated, and while this shugenja remains bowed they may not receive any further Chi penalties. This spell only protects Personalties with a Personal Honor greater than one.

The Seal of Shiba

May only be attached to a Phoenix Clan Shugenja. Reaction: Bow this Shugenja when one of your other Phoenix Clan Shugenja is being destroyed. Shuffle the destroyed Shugenja back into your Dynasty deck. Destroy this spell.

Whispers of the Land

Elemental Limited: Bow this shugenja. You are considered to have a unit in any battle taking place at one of your Provinces until the beginning of your next turn.

STRONGHOLDS

Name	Description	Chi	Strength	Gold	Rarity
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The Ancient Halls of the Akoda 6 3 R7
Battle: Bow to destroy a terrain. Reaction: Bow to negate all the effects of a terrain when it is played. The terrain is still in play but has no effects.

The Shadow Stronghold of the Boys' Dozen Scorpion 6 4 R2
Open: Look at an opponent's fate hand if this stronghold is unboxed. Less 1 honor.

Yasuki 0 2 - 2 1 C3
Unaligned Ronin. While this card is in play, no player may look at any of your face-down cards or cards in your hand.

Yaga Shishi 2 2 - 4 1 C1
Scorpion Clan Shugenja. Battle: Switch the positions of two of your unboxed Personalties. This can be done once per turn.

REGIONS

Name	Description	Rarity
------	-------------	--------

Bane Tome's Portal R1
Elemental Bank: Move an attacking unit from this Province to a different one of your Provinces. This may be done once per turn. You must have a defense at the battle to perform this action.

Koku Castle R3
Fortified Region. Limited: Once per turn pay 2 gold and name a fortification. Find it in your Dynasty deck and attach it to this province. All other costs must be paid normally. Shuffle your Dynasty deck.

Agasha's Illusion 6 3 R1
May only be attached to a Dragon Clan Shugenja. Limited: Bow this Shugenja. Target a number of unboxed Items, Spells or Follower Cards attached to your Personalties up to this Shugenja's Chi. Reattach these cards face-down to any of your unboxed Personalties. These cards are in play, but have no effect on play until they are revealed - which you may do as an Open action for each card. These cards are destroyed when revealed if the attachment is illegal.

All Distantes are One 4 3 C3
Elemental Limited: Bow this shugenja to move one Region card to a different Province of the same player that it can be legally attached to. Destroy this spell if the target Region is not your own. Elemental Limited: Bow this shugenja and target a non-village region in play. Until the end of the game, while this region remains in play, no other regions with the same name may be brought into play.

shows, cons

tournaments

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FLORIDA

MARCH 13-15, ORLANDO

MEGACON '98, THE SOUTHEAST'S PREMIERE COMIC, GAMING, ANIME AND MULTIMEDIA CONVENTION. Orlando Expo Center, 500 West Livingston. \$12 a day. OVER 100 SANCTIONED GAMING TOURNAMENTS AND BONUSES. Events include MtG, BattleTech, Star Wars, Legend of the Five Rings, Vampire: The Eternal Struggle, Magic: The Gathering, Roga, Spellfire plus dozens of roleplaying events, live action, miniatures and network computer gaming. 100,000 square ft. featuring dealers, publishers, manufacturers, 24-hour Japanimation room, anime, art show & auction, movie previews and much more. OVER 200 GUESTS INCLUDING: Boris Vallejo, Julie Bell, Joseph Lirner, John Byrne, Larry Elmore, Steve Bryant, Carlos Pacheco, William Testi, Mark Wald, Brian Pulsifer and George Perez. Contact: Skyline Promotions @ 407-599-0905, <http://www.edgyleads.com/megacon/>

ILLINOIS

JANUARY 3 & 31, WESTMONT

GREAT LAKES GAMES presents the LOS ANGELES PRO QUALIFIER. Irwindale Expo Center, 400 E Ogden Ave. Call 630-850-7000 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: Extended. Pre-register \$18 or \$20 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: Booster Draft; Revised Edition/Visions/Tempest. Lots of side-tournaments & auctions. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

FEBRUARY 21-22, CHICAGO

GREAT LAKES GAMES presents the STRONGHOLD PRE-RELEASE. Call 847-222-1994 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Everyone attending the GREAT LAKES GAMES STRONGHOLD PRE-RELEASE will receive a special limited edition commemorative Stronghold rare card, one Tempest starter & THREE Stronghold boosters. Pre-register \$17 or \$20 at the door. Over ten side-tournaments to choose from, all with Stronghold product and Stronghold prizes. Artist Tom Giovanni on site. Dealer tables available. February 21st AUCTION with over \$100,000 of cards sponsored by Gathering Ground. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

FEBRUARY 21-22, COLLINSVILLE

GREAT LAKES GAMES presents the STRONGHOLD PRE-RELEASE. Call 618-345-8998 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Everyone attending the GREAT LAKES GAMES STRONGHOLD PRE-RELEASE will receive a special limited edition commemorative Tempest rare card, one Tempest starter & THREE STRONGHOLD BOOSTERS. Pre-register \$17 or \$20 at the door. Over ten side-tournaments to choose from, all with Stronghold product and Stronghold prizes. Dealer tables available. February 22nd AUCTION with over \$100,000 of cards sponsored by Gathering Ground. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

INDIANA

JANUARY 10, INDIANAPOLIS

GREAT LAKES GAMES presents the LOS ANGELES PRO QUALIFIER. RCA Dome Convention Center. Call 317-262-3410 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: Extended. Pre-register \$18 or \$20 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: Booster Draft; Revised Edition/Visions/Tempest. Lots of side-tournaments & auctions. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

JANUARY 17, FT. WAYNE

GREAT LAKES GAMES presents the LOS ANGELES PRO QUALIFIER. Holiday Inn, 3939 Ferguson Rd. Call 219-747-9171 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: Extended. Pre-register \$17 or \$20 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: Booster Draft; Revised Edition/Visions/Tempest. Lots of side-tournaments & auctions. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

KENTUCKY

JANUARY 24, LOUISVILLE

GREAT LAKES GAMES presents the LOS ANGELES PRO QUALIFIER. Galt House, 141 N. 4th St. Call 502-589-3300. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for Los Angeles Pro Tour. Format: Extended. Pre-register \$18 or \$20 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: Booster Draft; Revised Edition/Visions/Tempest. Lots of side-tournaments & auctions. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

FEBRUARY 7, LOUISVILLE

GREAT LAKES GAMES presents the NEW YORK PRO QUALIFIER. Call 847-222-1994 for directions. Sanctioned Magic: The Gathering™ Tournament & Convention. Qualifier for New York Pro Tour. Format: Tempest Sealed. Pre-register \$22 or \$25 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: TBA. Lots of side-tournaments & auctions. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

MASSACHUSETTS

JANUARY 24, BOSTON

GRAY MATTER CONVENTIONS in Boston, The Tremont House, 275 Tremont St., Boston MA 02116. Call 617-426-1400 for directions. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer areas. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatte@juno.com

NEW JERSEY

JANUARY 2, 9, 16, 23, 30 & FEBRUARY 6, 13, 20, 27 CLIFTON

OUTER LIMITS presents the greatest Type I tournament since the destruction of the Death Star! 433 Route 46E (just 5 miles East of the Willowbrook Mall). EVERY FRIDAY NIGHT. \$5 admission, 4pm. PRIZES: A different box each week. Spaces are limited so don't be late. For more information contact: Adam Krol @ 201-340-9292

FEBRUARY 1, NEW JERSEY

GRAY MATTER CONVENTIONS in New Jersey. NEW HOTEL: call for information. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. ALSO: Junior Super Series Challenge! Huge dealer area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatte@juno.com

MARCH 1, NEW JERSEY

GRAY MATTER CONVENTIONS in New Jersey. NEW HOTEL: call for information. \$1,000 in CASH PRIZES. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer area. Doors open 9am. \$17 in advance, \$20 at the door for the Type I & Type II (\$25/\$28 for sealed deck). Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatte@juno.com

MARCH 20-22, CHERRY HILL

GAMER'S CON IV, Four Points Inn, Rt. 70W or Rt. 295. Call 609-438-2300 for directions. Sponsored by the Gamers Realm. Fall weekend of the best gaming of all genres! Sanctioned Magic: The Gathering™, LSR, RPGA, MPFA events, guests, vendors, auction, demos and more. All new "Lords of Gaming" contests. \$30 pre-registered, \$40 at the door, weekend. \$5 club discount. All tournaments FREE. Contact: Helen Durst, Multigen Inc., 2432 Steinert Rd., Lakewood, NJ 08703-3437, call 732-657-3311. E-mail: info@multigen.com

NEW YORK

EVERY WEEKEND IN JANUARY & FEBRUARY, MANHATTAN

WIZARD WORLD. The longest running tournament in Brooklyn! 1/4 mile East of the Howard Mall on Route 59 in the Service Merchandise Shopping Center. Type II matches every Friday at 6pm. \$4 entrance fee. Prizes for the top three competitors! Sealed deck & booster drafts on Saturdays. Arena league days every Sunday. Games WarChop Chapter approved. Free and dedicated gaming area for card and role playing games and two terrains for Warhammer 40K and Fantasy Battles. We will demo any game upon request. For further information contact: WI Chase @ 914-624-2224.

JANUARY 10, SYRACUSE

GRAY MATTER CONVENTIONS in Syracuse, ONTARIO, 800 South State St. Call 315-435-8000. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatte@juno.com

JANUARY 17, NEW YORK

GRAY MATTER CONVENTIONS in New York City. New Yorker Hotel, 34th & 8th Ave. Call 212-971-0101 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealer area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th Floor, NY, NY 10001, 800-852-2442. E-mail: GrMatte@juno.com

FEBRUARY 14, LONG ISLAND

GRAY MATTER CONVENTIONS in Long Island. Long Island Marriot (next to the Nassau Coliseum). Call 516-794-3800 for directions. Sanctioned Magic: The Gathering™ convention & tournament: NEW FORMAT ONLY \$3 general admission fee for all attendees. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Also: Sanctioned Legend Of The Five Rings constructed deck tournament. Huge dealers area. Doors open 9am. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail GrMatte@msn.com.

FEBRUARY 21, NEW YORK

GRAY MATTER CONVENTIONS in New York City. New Yorker Hotel, 34th & 8th Ave. Call 212-971-0101 for directions. STRONGHOLD PRERELEASE Sanctioned Magic: The Gathering™ convention & tournament. Other tournaments include Continuous Tempest Booster Draft, Continuous Stronghold Sealed Deck, Type I, Type II & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. Call for information about Stronghold artist signings. Admission includes Tempest starter and 3 Stronghold boosters. Everyone will also receive special commemorative day-of-release Stronghold cards. \$17 in advance, \$20 at the door. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail GrMatte@msn.com.

FEBRUARY 21, SYRACUSE

GRAY MATTER CONVENTIONS in Syracuse. ONCENTER, 800 South State St. Call 315-435-8000. STRONGHOLD PRERELEASE Sanctioned Magic: The Gathering™ convention & tournament. Other tournaments include Continuous Tempest Booster Draft, Continuous Stronghold Sealed Deck, Type I, Type II & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. Call for information about Stronghold artist signings. Admission includes Tempest starter and 3 Stronghold boosters. Everyone will also receive special commemorative day-of-release Stronghold cards. \$17 in advance, \$20 at the door. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail GrMatte@msn.com.

PENNSYLVANIA

JANUARY 24, PHILADELPHIA

GRAY MATTER CONVENTIONS in Philadelphia. Valley Forge Convention Center, 1200 First Avenue, King of Prussia. Call 610-337-2000 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament: Professional Tournament Qualifier for Pro Tour-Los Angeles. 2 Master slots will be awarded for the \$150,000 LA Pro Tour. Main event is Extended. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro

Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail GrMatte@msn.com.

FEBRUARY 7, HARRISBURG

GRAY MATTER CONVENTIONS in Harrisburg. Radisson, Penn Harris Hotel & Convention Center, 1150 Corp Hill Bypass, Corp Hill. Call 217-763-4518 for directions. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. Sanctioned Magic: The Gathering™ convention & tournament: Professional Tournament Qualifier for Pro Tour-New York. One invitation will be awarded for the \$150,000 NY Pro Tour. Main event is Tempest Sealed Deck. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. \$18 in advance, \$20 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail GrMatte@msn.com.

APRIL 25, ALLEGHENY

NEW AGE/CLASSICS CONVENTIONS, Merchants Square Mall, South 12th & Yukon St. Over 300 tables, \$3 admission at the door. 9am-6pm, tournament registration separate. Featuring Warhammer 40K and Magic: The Gathering™ tournaments. Also, game demos including Warhammer, Warzone, AD&D, Star Wars and collectible toys. Minimum of \$1,000 in prizes awarded, 100's of dealers. For convention information or dealer information packet contact: New Age/Classics Conventions @ 610-395-0979, 610-395-8044, e-mail SEWRIGHT99@msn.com or www.comicsalt.com.

VIRGINIA

FEBRUARY 8, TYSON'S CORNER (Washington D.C. area)

CAPITAL ASSOCIATES' MONTHLY COMIC BOOK, MAGIC: THE GATHERING™ AND NON-SPORT CARD SHOW. Tyson's Corner Westpark Reid, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7, hotel is on the right. Call for directions: 703-734-2800. Vendors: 90 tables @ \$65 1st table, \$60 2nd table, \$55 each additional table. \$2 admission, children under 5 FREE. 10am-6pm. FREE parking. Buy, Sell & Trade: MAGIC: THE GATHERING™ and other gaming cards, Gold, Silver and New Comics, Independents, anime, Figures, toys, posters, T-shirts, original artwork, non-sports cards, etc. Call for guest updates. Contact: Jeffrey Scott Roen @ 703-912-1992 or e-mail comicshow@aol.com.

WISCONSIN

FEBRUARY 14, MADISON

GREAT LAKES GAMES presents the New York Pro Qualifier. Call 847-222-1954 for directions. Sanctioned Magic: The Gathering™ Tournament: Qualifier for New York Pro Tour. Format: Tempest Sealed. Pre-Register \$22 or \$25 at the door. Also \$500 GUARANTEED SAVINGS BOND CIRCUIT EVENT. Format: TBA. Lots of Side Tournaments. Tournament information or for other tournaments call 847-222-1954 or ProTourUSA@aol.com.

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Swanson

RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING



Computer Capers II

It's time once again for more fun in the gaming chat rooms, where I log on anonymously for the express purpose of annoying people. I'm RS, though that's not the screen name I actually used (the real one's a state secret). To protect the innocent, the screen names of my victims have also been changed.

FRIDAY 5:30 P.M.

RS: Hi! This is one of the Spice Girls.
SBrrspc: Which one?
RS: Stinky Spice.
SBrrspc: My sister has your album.
RS: Me and my friend Bloaty are playing Magic, and we can't figure out this card.
SBrrspc: What does it say?
RS: "Nadragob fo Remmah."
SBrrspc: Hmm.
RS: Wait a sec. Bloaty says I have it upside down. It's "Hammer of Bogardan."
SBrrspc: That's a good card.
RS: What a stupid game. Me and Bloaty are gonna go play Barbies.

FRIDAY 7:10 P.M.

RS: Anyone up for an online game of *Bottle Cattle*?
TomBird: How do you play?
RS: Just grab an udder and start squeezing. Man, those suckers are slippery!
TomBird: I don't have an udder.
RS: Yikes! I just shot myself in the eye!
And I sprayed my printer!
TomBird: Can we start over?
RS: It's short circuiting! Fire! Fire!

FRIDAY 9:40 P.M.

RS: I'm starting a live-action *Dungeons & Dragons* campaign in my pants.
Zim8787: Gross.
RS: You start off at the Belt Loop of Destiny, just under the Hanging Gut of Doom.
Zim8787: Go away.
RS: Watch out for the zipper. It bites!
Zim8787: Go away.
RS: And beware the wereshorts! When the moon rises, this friendly cotton undergarment becomes an unholy carrier of rot and decay!

SATURDAY 11:00 A.M.

RS: You're a Magic dealer?
McCPhil: Yes, for two years in the Philadelphia area. I have references.
RS: I sealed up an Atog in Saran Wrap, and I want to sell it.
McCPhil: You want to sell the Atog?
RS: No, I want to sell the Saran Wrap.
McCPhil: Why would I want to buy that?
RS: I figure it's full of mystical magical energy. I want a dime for it.
McCPhil: Will you throw in the Atog?
RS: You know, it's greedy speculators like you who are ruining this industry.

SATURDAY 1:30 P.M.

RS: Hi. I'm Cindy, a film school grad student at USC. Anyone want to know the big surprises in the new "Star Wars" films?

Go2me: Yes.

RS: Darth Vader marries Xena, and Captain Kirk turns out to be Luke Skywalker's grandpa.

Go2me: How do you know?

RS: I slept with George Lucas.

Go2me: You did?

RS: Well, not exactly. He drove past me once, I think.

Go2me: Are you making this up?

RS: Actually, I slept with a Wookiee.

SATURDAY 3:00 P.M.

RS: This is the business manager of Wizards of the Coast.
IpAAA: You're kidding.
RS: As you may have heard, we've been on a buying spree.
IpAAA: I heard.
RS: Well, we just bought you.
IpAAA: Who said I was for sale?
RS: Have you talked to your mom lately?
IpAAA: What are you going to do with me?
RS: Let's put it this way—the toilets around here don't clean themselves.

SATURDAY 7:30 P.M.

RS: Anyone know how to break into Wizards of the Coast?
Mikara7: As an artist?
RS: No, as a burglar. Like through a window or something.
Mikara7: Why would you want to do that?
RS: They have all my money, and I want to get some of it back.
Mikara7: No one forces you to buy cards. I bet you've gotten a lot of pleasure from them.
RS: Good point. Money is boring. Magic cards are cool.
Mikara7: Right.
RS: In fact, I'm gonna send them my last quarter, which I found in the couch. Will you join me?
Mikara7: No.
RS: Selfish bastard.



Illustration by Tom Bird

Rick Swan, inventor of the cheese-flavored microchip, likes to log on to empty chat rooms and talk to himself.